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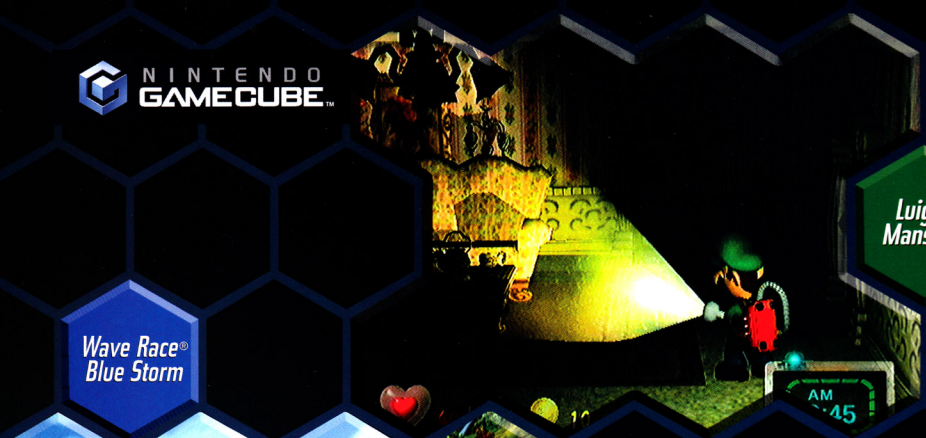

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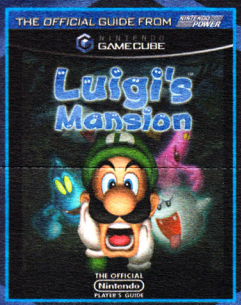

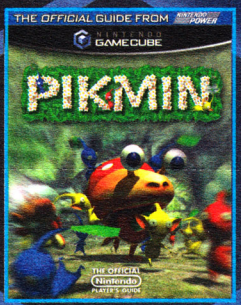

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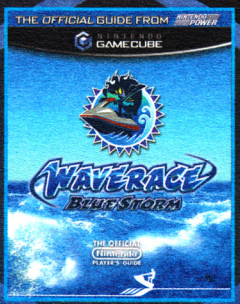

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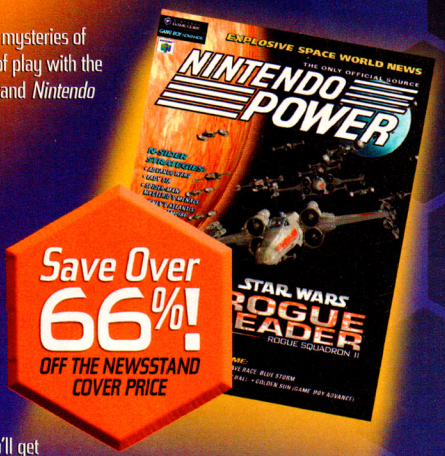

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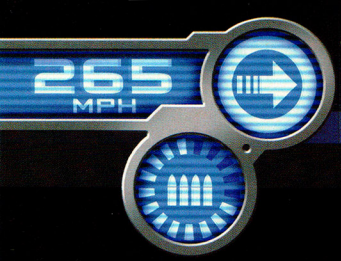

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Crash is going small in a huge way.

EVERYONE
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CONTENT RATED BY ESRB

Crash makes small look good in his big debut for Game Boy® Advance. In a world shrunk to the size of a wumpa fruit by the evil Dr. Cortex, this Bandicoot is in for a huge adventure. Literally.

"Handheld Crash is just as awesome as his console adventures." – IGN.com

CRASH BANDICOOT The HUGE Adventure

thehugeadventure.com

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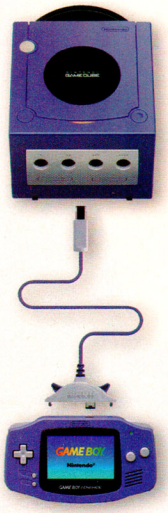

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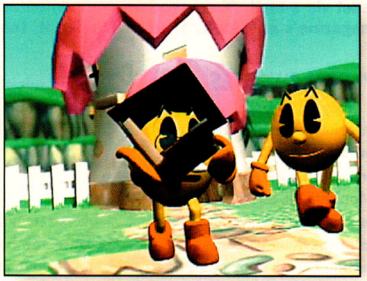

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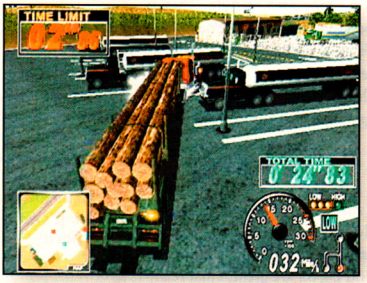

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PLAYER'S PULSE

Lots of readers had plenty to say about their favorite types of games, but fans of RPGs were the most vocal, at least via e-mail. Many readers complimented us on the magazine's new look. Thanks! We like it, too!

PLAYING FAVORITES

I enjoy all types of games. My favorite types of games would probably have to be the ones that are unique, e.g., Pikmin, Super Monkey Ball, etc. A lot of games on the market have ideas taken from previous games, and it is getting harder to make an original game, but I like them best.

Circa1305
Via the Internet

I personally like the genre of racing games, because they always give you excitement and suspense when you least expect it.

Orenkewicz
Via the Internet

My favorite type of video game is a first-person shooter game. I like that kind of game because there is nonstop action. I don't like long story or adventure games at all because you could be sitting there for hours looking for one single thing: banana, music note, Poe, coins, Tribals. I play Perfect Dark at least two hours a day, and I think that it is the greatest game you have ever made.

Adam Caron
Manchester, NH

I think that platform games are definitely the best games around. I mean, while Mario 64 and Dk 64 are great, I just really miss that 16-bit glory of "Get to the right side of the screen," and lots of timing and reflex skill, like in Donkey Kong Country.

gwing__02
Via the Internet

I like strategy and RPG games because my brothers aren't as good at them as I am, so I don't have to share them.

TKRKS
Via the Internet

The kind of games I like to play are anything but sports. I'll have nothing to do with sports. I mostly like to play games like Zelda or Star Fox, but no sports!

Sylvia Roberts
Williamsburg, Ohio

I like any type of game, as long as it's a good one. I had no desire for RPG-type games until I played Pokémon. There is one exception. Puzzles really scare me. I think that the idea of a puzzle in a video game is scary! You may as well just do flash cards or a jigsaw puzzle! One of my least favorite things to do is think. It's like school in the form of a video game.

bowser__dude
Via the Internet

Oh, come on, bowser__dude! No one ever learned anything from Pokémon Puzzle League, and you know it.

The one type of game I've loved and always will love is old-skool side-scrollers. I always loved those just because you could find your way around and it was simple enough to enjoy at any age.

Dan Schnau
Via the Internet

LETTER OF THE MONTH

I wanted to write you to tell all of you a happy love story that the Tony Hawk Pro Skater series bestowed upon me. You see, one day early in the school year in my Spanish Two class, I overheard a girl talking to one of my friends about playing Tony Hawk 2 on her Nintendo 64. I worked up enough courage to approach her and told her I was planning on getting the game for my Game Boy Advance. Then she looked into my eyes, and I looked into hers. It was love at first sight. After a little more video game talk, she invited me over to her home to play Nintendo with her. Who knew that a game could bring two people together? Thank you, Tony. You are a hero!

Storm Dain
Crescent Lake, OR

I play any game if it is good and well-known, such as Mario, Zelda, DK, etc. I try not to freak out if the graphics are similar to Paper Mario. I thought Paper Mario would just be a dinky game, but I underestimated that game. The only games I don't play and never will play are games based on movies and cartoons. I really think companies shouldn't waste their time on developing games that they know would disgrace the world of gaming like that!

Eric Lam
Via the Internet

I believe all gamers should be open to all types of genres. If you're stuck on one genre, or just refuse to play a certain genre, you will miss out on some truly great games. If the game is good, it will appeal to all gamers, not just the fans of that genre.

Bball0918
Via the Internet

My favorite kinds of games are puzzle and strategy games. Instead of trying different things over and over again, you strategically plan and think. I think those games are harder than most other games—they provide many hours of fun.

Mackenzie Martinez
Newington, CT

I love addictive games with never-ending game play. I absolutely loved SSX Tricky and Tony Hawk's Pro Skater and Zelda games. I would never play puzzle games like Tetris.

DRAGON WARRIOR
Via the Internet

We've always loved puzzle games like Tetris because they offer never-ending, addictive game play.

I love sports games! I just love 'em! Especially sim sport games. I hate those games that throw the game outta whack, like NFL Blitz! Okay, I love football, and Blitz is a good game, but, I mean—bone-shattering hits? That's just not my bag. Bring on the Madden! Bring on the QB Club! I love having TOTAL control of every single part of the game.

NICSON123
Via the Internet

I love RPGs. I think they're so much fun. But I don't like sports games. I'll play them, but just for fun. Like in racing games, I'll drive backwards and run into everyone.

Mark Huffman
Covington, KY

I'd say that my favorite type of game is an adventure game like Legend of Zelda. And when I shop for games I always look for the ones with pretty boys as the main character, or cute animals like Pikmin.

Genevieve Jimenez
Oviedo, FL

I'm open to any type of game, but two I don't care for are RPGs and strategy games. In some RPGs you just walk around and talk to about 50 people before you even meet an enemy. In action games, there's always something to do instead of looking for different places or people the whole time. In strategy games, you always have to be in perfect position as does the enemy. Sometimes, it gets really frustrating, so the game's no longer fun.

LAKERSDJ690
Via the Internet

I'll play all games, but I love RPGs most, because they Really Play Good (get it? R-P-G?) Ha ha ha ha etc. Seriously, nothing beats blasting an enemy with a beautiful, screen-filling spell, then hitting it over the head with a huge sword! Sports games are the worst unless they're extreme like Tony Hawk or have the Nintendo twist like Mario Tennis.

Matt Griffis
Via the Internet

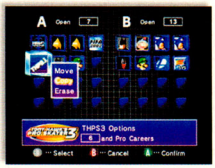
YOUNG SHERLOCK HOLMES

In the Pikmin preview it says something about Captain Olimar crashing onto the Pikmin planet. His ship is called the Dolphin. Dolphin was the GCN's original name before it got the name

PICK A CARD, ANY CARD

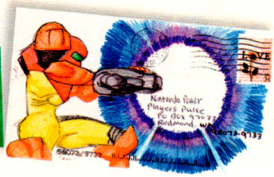
We've gotten a few e-mails and letters asking if it's possible to transfer info from one Memory Card to another. Indeed it is. Here's how.

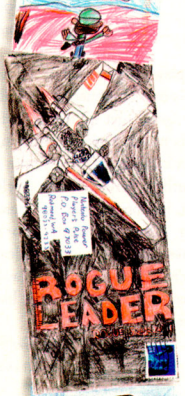
Put both Memory Cards into your Nintendo GameCube. You don't have to have a game in the system. Hold down the A Button on the Controller and turn the power on. The logo will turn into a cube.



Push Down on the Control Stick to select Memory Card. Hit A to see the contents of both Cards. Select the file you wish to copy, then hit A again. You'll have the option of moving, copying or erasing the file.

Select Copy, hit A, then select Yes and hit A again. Within a second or two, you'll get a message that says that the file is finished copying. You can share info with all your buds.





Nintendo GameCube. Is that how you got the name of Captain Olimar's ship?

Sam Gogan
Burtonsville, MD

Dolphin was actually an internal name for the system and was never its official name, but yes, that is where the ship's name comes from. Here's another bit of Pikminutiae—take the "L" out of Olimar's name and rearrange the letters to spell a familiar name.

MR. LITERAL

I received a Nintendo GameCube for Christmas and it totally rocks, but there is one thing that bothers me. The GCN isn't really a cube—it's a rectangular prism. Please clear this up.

Will Merwin
Via the Internet

Well, it depends. It doesn't fit the mathematical definition of a cube, because its sides aren't equal. However, in the less-precise world outside of rigorous mathematics, a "cube" is any object with the general shape of a mathematical cube.

HAND-SOME PAIR

In Super Smash Bros. Melee, I was fighting Master Hand and another hand appeared out of nowhere! You didn't say that there were two Master Hands in your article!

Derek B
Via the Internet

Well, we did say that even Smash Bros. pros would be surprised by the boss at the end of Classic Mode if they were very good and very fast. Nintendo likes its games to have an air of mystique, so we like to leave a few surprises.

LUIGI'S COMEBACK?

Is it true that Luigi's Mansion is Luigi's first starring role? I think I remember a game called Mario Is Missing for the Super NES that had Luigi in the lead role. Am I dreaming up games or something?

Ken Edgington
Via the Internet

No, you're not dreaming up games. Mario Is Missing for the NES and Super NES was technically Luigi's first starring role, but it was an edutainment game published by another company that didn't really have much of an impact on the gaming community. We did give respect to Luigi's first starring role in the Next Issue blurb in Vol. 149, which read in part, "Mario is missing, and it's up to Luigi to locate him inside the haunted halls of Luigi's Mansion for Nintendo GameCube." Sometimes, we come all subtle like that.

VOCABULARY LESSON

Here is a list of words I'd like to see more frequently in your magazine and games in general: dig, bad, phat, groovy, gnarly, bogus, hip, dog, spiffy, etc. Platypuses, hippos and heifers rule!

Hail the Platypus
Via the Internet

Start celebrating, Platy! Look through this issue of the magazine a couple hundred times. Your words are in there, we promise! We wouldn't lie! You can trust us!

GREAT BALLS OF FIRE

In school, my friends and I have had many heated discussions about whether Mario throws, shoots or spits his fireballs. In Super Mario Bros. for NES he looks like he could be doing all three . . . so what does this crazy plumber do?

Phil
Via the Internet

It looks like throwing from where we're sitting. Check it out:

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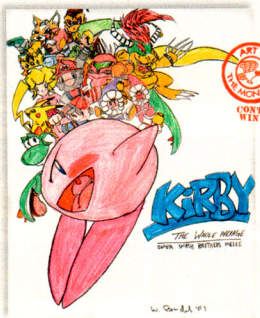
WRITE AWAY. RIGHT AWAY

Check out the Power Awards on page 106, then write in to tell us what you think. Is there a category you wish we'd included? Would you like to sound off about a particular game that's overrepresented? Did we ignore something special? Or are we doing our usual fantastic job? Let us know, and don't forget to create some pretty works of art for the Artist's Gallery. We're always looking for fine art!

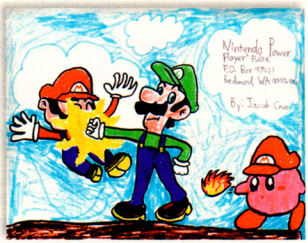
ARTIST'S GALLERY



William Brendel • Holly, Michigan

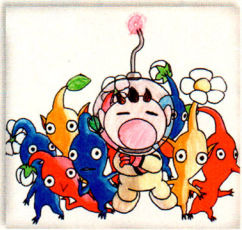
Chi-ling Chu • Kingwood, Texas

Anais Fremaint
Ft. Collins, Colorado

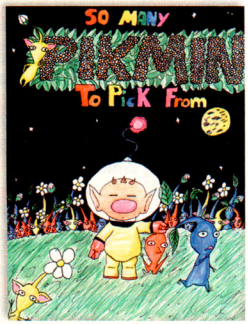


Jacob Cruz • Long Beach, California

Gerardo Fremaint • Ft. Collins, Colorado

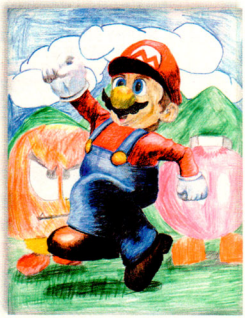


Chaz Smith • Bronx, New York



Lisa McClurg
San Diego, California

Jomario Jakes • Connecticut



Ryan Canty • Escondido, California

Emily Coad • St. Paul, Minnesota

POWER CHARTS.154

Super Smash Bros. Melee rode a holiday wave to the top of the sales charts, destroying the competition by almost two to one. In other Power Chart news, the NP Krew's top two GBA titles, Golden Sun and Advance Wars, didn't even crack the sales chart top ten. What's going on here? Has the video game playing public simply overlooked a pair of great handheld games, or have the Nintendo Power pros spent too much time staring at the Sun?

KEY: NINTENDO GAMECUBE | GAME BOY ADVANCE | GAME BOY COLOR

TOP SELLING GAMES*

		PRIOR POSITION	MONTHS ON CHART
1	SUPER SMASH BROS. MELEE	•	1
	POKéMON CRYSTAL	4	3
2	PIKMIN	•	1
	SUPER MARIO ADVANCE	6	3
3	LUIGI'S MANSION	1	2
	MARIO KART: SUPER CIRCUIT	3	3
4	*STAR WARS* ROGUE SQUADRON II: ROGUE LEADER	2	2
	SPYRO: SEASON OF ICE	9	2
5	TONY HAWK'S PRO SKATER 3	4	2
	WARIO LAND 4	•	1
6	MADDEN NFL 2002	5	2
	HARRY POTTER & THE SORCERER'S STONE	1	2
7	WAVE RACE: BLUE STORM	3	2
	SHREK: FAIRY TALE FREAKDOWN	5	3
8	SSX TRICKY	•	1
	HARRY POTTER & THE SORCERER'S STONE	2	2
9	SUPER MONKEY BALL	6	2
	MONSTERS, INC.	8	2
10	THE SIMPSONS: ROAD RAGE	•	1
	TONY HAWK'S PRO SKATER 3	•	1

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE*

		PRIOR POSITION	MONTHS ON CHART
1	NBA STREET	•	1
	GOLDEN SUN	1	3
2	SUPER MONKEY BALL	1	3
	ADVANCE WARS	2	3
3	PIKMIN	5	3
	TOM CLANCY'S RAINBOW SIX: ROGUE SPEAR	•	1
4	SUPER SMASH BROS. MELEE	2	2
	BROKEN SWORD: SHADOW OF THE TEMPLARS	•	1
5	*STAR WARS* ROGUE SQUADRON II: ROGUE LEADER	3	3
	SONIC ADVANCE	•	1
6	THE SIMPSONS: ROAD RAGE	7	3
	SHEEP	•	1
7	TONY HAWK'S PRO SKATER 3	6	3
	CHUCHU ROCKET!	•	1
8	FIFA SOCCER 2002	•	2
	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	6	2
9	SSX TRICKY	4	3
	ECKS VS. SEVER	•	1
10	NBA COURTSIDE 2002	•	1
	CASTLEVANIA: CIRCLE OF THE MOON	7	3

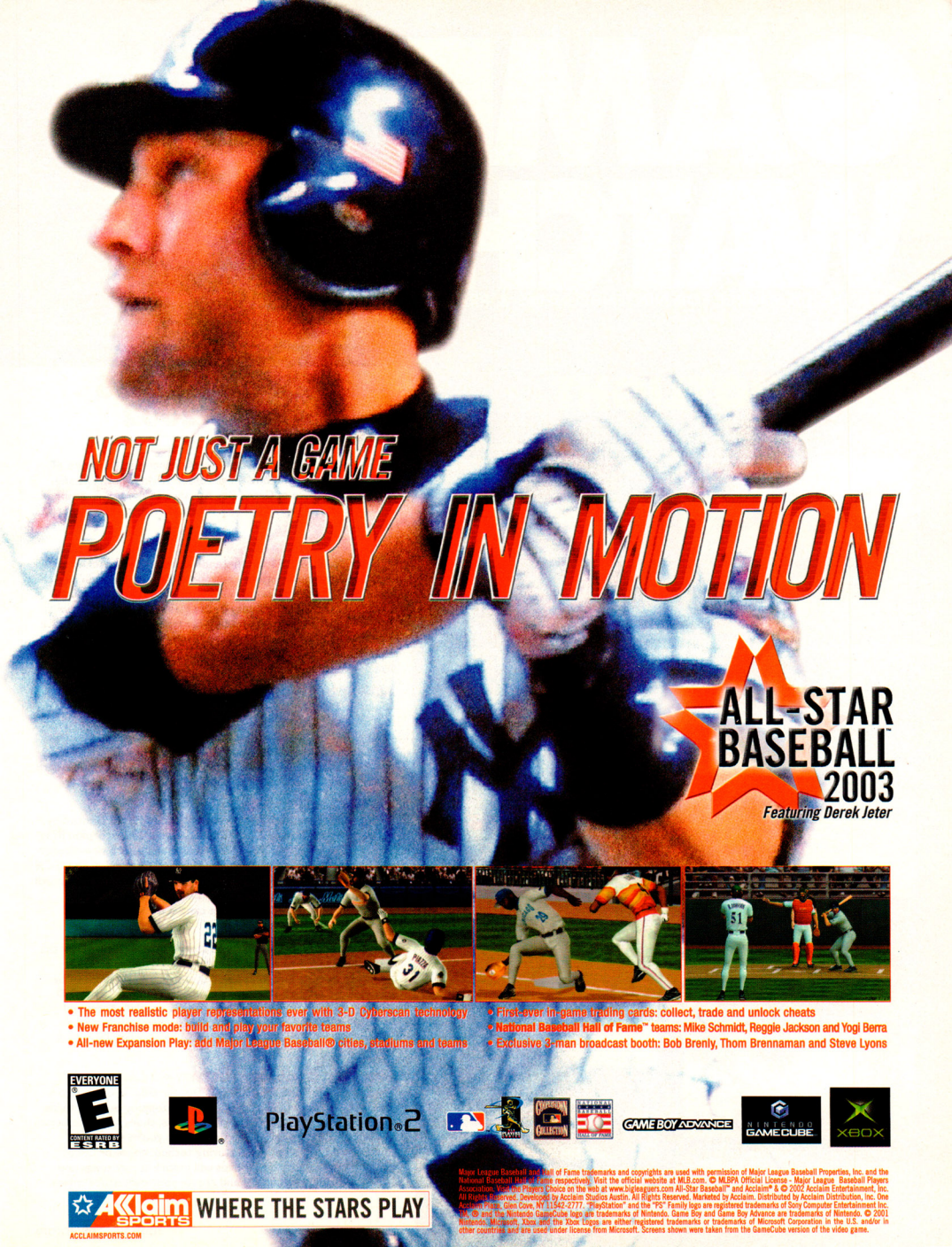
*Player's Choice and Most Wanted information courtesy of the NP Krew.

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	METROID PRIME	GCN	4	3
2	MARIO SUNSHINE	GCN	3	3
3	THE LEGEND OF ZELDA	GCN	1	3
4	TUROK: EVOLUTION	GCN	•	1
5	SOUL CALIBUR 2	GCN	•	1

COMING SOON!

Keep checking www.nintendo.com for a chance to vote for your favorite Player's Choice and Most Wanted titles.



- The most realistic player representations ever with 3-D Cyberscan technology
- New Franchise mode: build and play your favorite teams
- All-new Expansion Play: add Major League Baseball® cities, stadiums and teams
- First-ever in-game trading cards: collect, trade and unlock cheats
- National Baseball Hall of Fame™ teams: Mike Schmidt, Reggie Jackson and Yogi Berra
- Exclusive 3-man broadcast booth: Bob Brenly, Thom Brennaman and Steve Lyons

EVERYONE E CONTENT RATED BY ESRB

PlayStation 2 GAME BOY ADVANCE NINTENDO GAMECUBE XBOX

Acclaim SPORTS WHERE THE STARS PLAY

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GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

Mr. Arakawa was caught in 1984 beside Radar Scope, an early arcade game from Nintendo. The following year saw the launch of the NES and a resurgent video game industry.

THE SPOTLIGHT

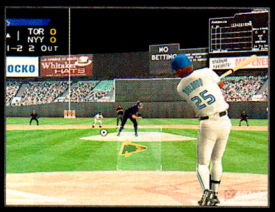
Toxic Grind

THQ presents another extreme adventure for Nintendo GameCube.

James Bond 007 in Agent Under Fire

Bond must free hostages, use cool gadgets, such as the Q Laser, and save the world.

All-Star Baseball 2003



Acclaim's 3-D Cyberscan technology creates the most realistic player animations ever.

Home Run KING

Sega knocks another one out of the ballpark with Home Run KING for Nintendo GameCube.

The Scorpion King: Sword of Osiris

The GBA version of The Scorpion King is a sequel to the action movie. A GCN title will follow in the third quarter of 2002.

Gravity Games Bike: Street. Vert. Dirt.

Midway goes extreme in a GCN two-wheeler with top pros and insane tricks.

THE GAMING NEWS FOR MARCH 2002

ADVANCED PRICING

If you haven't grabbed a Game Boy Advance yet, Nintendo of America is giving you one more reason to do it now. The suggested retail price of Game Boy Advance in the U.S.A. dropped to $79.95 at the end of January. It's an offer that's too good to refuse.

ACCLAIM IS BACK AND SWINGING

All-Star Baseball 2003 for Nintendo GameCube is packed with enhanced graphics, options and modes. Fantasy fans will love the Expansion Play Mode, which allows them to create their own expansion team that will play in the Majors. Hardball fans will find 50 stadiums, Donruss trading cards that are used to unlock cheats, and a Cooperstown Hall of Fame team with stars of yesteryear, such as Yogi Berra and Reggie Jackson. ASB 2003 looks like a definite contender.

MIDWAY THROWS DOWN THE GAUNTLET

Gauntlet: Dark Legacy is headed to Nintendo GameCube by the end of this month. Midway's swift development of the fantasy/action game surprised everyone, but the results should come as no surprise to Gauntlet fans. With magic, weapons, items and parties of up to four players, Gauntlet provides a dark yet exciting adventure in the Eight Realms.

THE ROCK IS THE KING

The Scorpion King from Universal is headed to both Game Boy Advance and Nintendo GameCube this year. The Scorpion King: Sword of Osiris for GBA will be released first. It's a side-scroller in which you play as the Scorpion King and Cassandra. The GCN game sees the Scorpion King on a long journey to thwart an evil lord. You'll raise armies and wield multiple attack combos. There's no word if there will be a cameo from the Mummy.

THERE BE DRAGONS HERE!

Dragon's Lair, the classic cartoon story game featuring Dirk the Daring, is headed to the GCN in the third quarter of 2002 thanks to Encore. Dragon's Lair 3D, which is being created by many of the original DL team members, will offer a true 3-D gaming experience, with new characters, special effects and more than 200 rooms to explore. Encore also announced that it will make next gen video games based on Marvel's Daredevil character.

ADVANCED CLUBBING WITH MARY-KATE AND ASHLEY

Mary-Kate and Ashley Girls Night Out for GBA is coming to a dance floor near you this spring. Before stepping out, the twins have to get ready with the right hairstyles, shoes and accessories so they look hip on the dance floor. Once you're out on the town, you'll head to a club featuring techno, house or disco music where hot dancing moves will unlock secret songs and treats. You can even play DJ and create your own dance mixes.

FAREWELL TO MR. A

The publisher of Nintendo Power, and the president of Nintendo of America (NOA), Minoru Arakawa, announced his retirement in January. Mr. Arakawa founded NOA 22 years ago and brought both Donkey Kong to the arcade and the NES to consumers who were starving for a viable home gaming console. Over the years, Mr. Arakawa has been instrumental in building NOA into the premier gaming company in North America. Among his many innovative ideas was the notion that Nintendo should start its own publication to help fans get the most from their games. Nintendo Power is just one of Mr. Arakawa's enduring legacies. The gaming world will miss him.

SHREK: STEPS ON THE GAS

TDK's latest take on Shrek will come in the form of a kart racer for GBA this spring. In Shrek: Swamp Kart Speedway, the heroic green ogre, Shrek, Fiona, the Three Blind Mice and other quirky characters from the hit movie will race around 3-D fairy-tale tracks and pick up items to shoot at their opponents. Although we don't seem to remember any karts in the movie, the Shrek license always means lots of fun.

BAM!'S GOT JACK AND GROMIT

The Cartoon Network and Warner Bros. have reached an agreement with BAM! Entertainment to create video games based on the "Samurai Jack" adventure series. BAM! hasn't given out any details yet about the titles or their release dates. BAM! also announced a five-year partnership to produce video games based on the award-winning properties of Aardman, the creators of the *Wallace and Gromit* animated short films and the feature-length *Chicken Run*. It's cheese and cracker time!

HOT WHEELS REVS UP

The Hot Wheels franchise is headed to Nintendo GameCube and GBA in a futuristic car combat game from THQ. Set in a dark future world, the game includes racing and mission elements, not to mention cool cars, aerial stunts, huge loops and fiery crashes. The game should hit the road this fall.

MORE ORCS?

For the second time in as many months, a major publisher has announced an upcoming Lord of the Rings video game project. Universal Interactive is working on a Lord of the Rings game set to be released this fall. The game will be the first of two titles for GBA based on the Tolkien classic fantasy books rather than the New Line Cinema movies. The Lord of the Rings, Part 1 is an RPG that gives players control of all the Fellowship characters and takes them up to the middle of the events of *The Two Towers*. A second game will follow later and will conclude the epic tale at the Crack of Doom in Mordor.

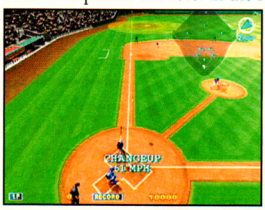
SING A SONG OF STOOGES

Metro 3D plans to provide you with a smorgasbord of fun when it releases The Three Stooges for Game Boy Advance this spring. In a deal with Cinemaware, Metro 3D acquired the rights to publish video games based on the three knuckleheaded comics, the classic strategy game Defender of the Crown, and Wings, a

WWI dogfighting adventure. Metro 3D and Cinemaware have also stated that they are working on future GCN titles. That's certainly better than a poke in the eye.

SEGA'S SULTAN OF SLAM

Home Run KING for Nintendo GameCube is taking the field this spring with a roster of winning features. The arcade heritage of Sega's hardball game will mean fast, intuitive action for casual fans while purists will revel in the real MLB players, stadiums,



schedules, batting stances and more that make you part of the show. You can even create custom players and teams to your own specifications. Sega has included everything but the hot dogs, but HRK won't leave you hungry.

WHO'S MAKING GAMES?

This month, we'd like to welcome the following development studios to the world of Nintendo.

Absolute Quality—GCN developer
Barking Lizards Technologies—GBA developer
Black Hammer Game, Inc.—GBA developer
Digital Concepts DC Studios Inc.—GCN developer
Digital Integration—GCN developer
Doki Denki Studio—GCN and GBA developer
EXAKT Entertainment, LLC—GCN developer
FarSight Studios—GCN developer
Fletcher Callen Ltd.—GBA developer
Gearbox Software—GCN developer
Mistic Logiciels—GBA developer
Piranha Games—GBA developer
Semi-Precious Studios—GCN developer
Shaba Games—GCN developer
Soft Brigade Ltd—GBA developer
Terminal Reality—GBA developer
United Developers—GCN developer

JAMES BOND 007 IN AGENT UNDER FIRE

Game Type: Shooter/Action
Publisher: EA Games
ETA: March 2002
System: Nintendo GameCube

The British superagent debuts on Nintendo GameCube this March in an original game from EA Games. Agent under Fire follows in the grand tradition of GoldenEye 007, combining first-person shooter action with mission objectives and the use of cool Q Branch gadgets. In addition to the action on foot, you'll play as Bond in several vehicle-based stages where you'll drive two hot BMWs, an Aston Martin DB5 and a tank. There are four styles of multiplayer action, as well. In Top Agent (for three or four players) one agent is stronger than the others, who gang up on him. You can also play Combat Training, Protect the Flag and Antiterrorist Training Modes.

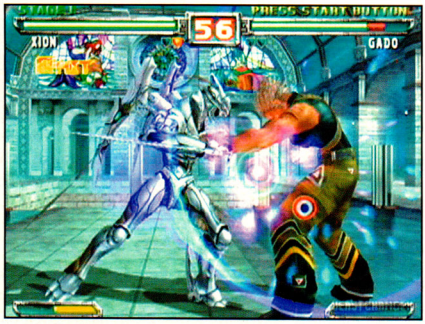
The action takes you from Hong Kong to the Swiss Alps and from missile silos to undersea bases.

Q Branch provides the coolest cars and gadgets and the most powerful weapons of any Bond game yet.

BLOODY ROAR: PRIMAL FURY

Game Type: Fighting
Publisher: Activision
ETA: March 2002
System: Nintendo GameCube

Fighting fans are in for a treat if they put down Smash Bros. long enough to try out Activision's Bloody Roar: Primal Fury. The premise of the game is that the fighters can morph into animal forms with special attacks. The Tylon Corporation created the Zoanthropes to be super-warriors, but the creatures overthrew the corporation in an earlier game. In the GCN outing, the fighters are all participating in a tournament to further Zoanthrope research. Don't expect a port of Bloody Roar 3 for PS2. Primal Fury boasts mainly new stages, several new play modes, including Time Attack and Team Battle, two entirely original characters—and you can morph at any time in the GCN version! It will bring out the beast in any fighting fan.

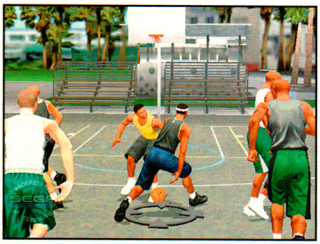


NBA 2K2

Game Type: Basketball
Publisher: Sega Sports
ETA: March 2002
System: Nintendo GameCube

The first Sega Sports offering for Nintendo GameCube is likely to be the award-winning NBA 2K2. At Game Watch, we've been putting the hoopfest through its paces, and there's a lot to love. NBA 2K2 is loaded with options, play modes and the ability to customize everything from players to teams to play selection to multiplayer tournaments. The production quality is outstanding in every area. Graphically, the characters move realistically during game play and the animated cut scenes of the characters' interactions after many plays give the feeling of a live telecast rather than a video game. Sega Sports should release NBA 2K2 some time in March or April. It can't be soon enough.

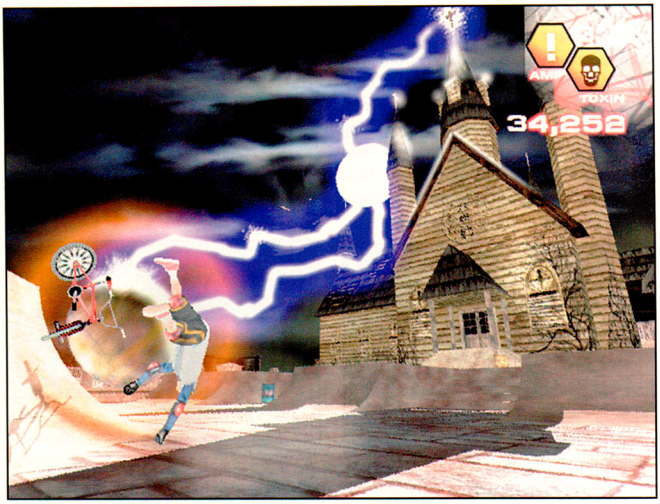
All the NBA teams and players take to the court in NBA 2K2. The cut scenes are brilliant.



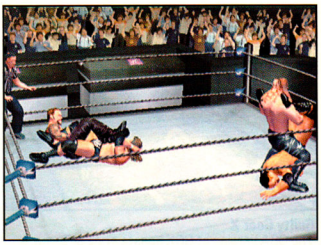
Street Mode lets you play with two, three, four or five players on each team.

THQ ON A ROLL

THQ rolled out its upcoming lineup of GCN and GBA games at a recent editor's day in Las Vegas. Your Game Watch editor was impressed by many of the titles, including Toxic Grind (a futuristic GCN biking adventure along the lines of Dark Summit), Wrestlemania X8 for GCN, Hot Wheels for GCN and GBA and Scooby-Doo! for GCN. THQ also showed off its Sega-licensed games for GBA and Britney's Dance Beat for Game Boy Advance.



Oops!...they did it again. Britney's Dance Beat takes a page from Dance, Dance Revolution.



THQ is to wrestling as Madden is to football. It just doesn't get any better than this.

The World Wrestling Federation stars defy gravity in THQ's upcoming GCN wrastlin' Disc.

In Toxic Grind, you'll have to ride for your life in a televised race full of danger and challenges. The large shot above shows the chills and spills.

PROJECT: DIGIPEN

Arkoss is this month's featured game, created by DigiPen freshman students Tim Berry, Anthony Carotenuto, Andy Kaplan, Frank Van Der Salm and T.J. Stamm in their second semester. It's a sprawling adventure that takes place in a fantasy kingdom known as Arkoss. Six primary characters follow clues and battle enemies in real-time battles as they work their way through several lands. The mix of action and RPG elements makes for a refreshing fantasy romp.

The six heroes include a samurai, a mage, a ranger, a warrior, a demon and a time traveler.

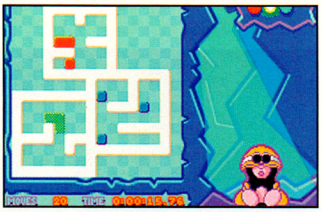
Enemies are met with fierce resistance from the party in real-time battles.

This image shows Arkoss in development and some of the tools available to DigiPen students.

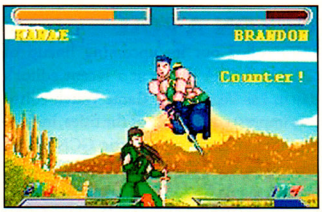
For more information on DigiPen, and to download a copy of Arkoss to play on your computer, head to www.digipen.edu, where you'll find links to more projects and information about signing up for classes or workshops. And stay tuned, because Nintendo Power and DigiPen are teaming up to bring NP readers more surprises in the months ahead.

MARCH GALLERY OF GAMES

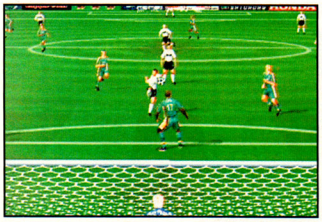
Our March Gallery of glorious screen shots includes some new looks at Star Fox Adventures: Dinosaur Planet, Konami's upcoming MLS soccer spectacular and SVD from Midway for Nintendo GameCube. On the Game Boy Advance front, we have everything from platformers to racers, to puzzlers, to fighting games to a music creation program. And that's just all we could fit on the page. Next month, we'll bring you even more spectacular pics from the next wave of games.



Denki Blocks!
Majesco introduces a surprising GBA puzzler. You slide the blocks around the board to solve puzzles.

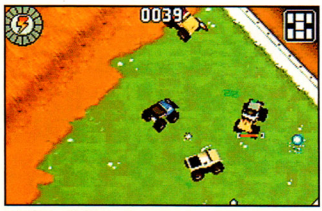


Dual Blade
Sword combat is the order of the day in Metro 3D's upcoming GBA fighter.



ESPN MLS Extra Time 2002
Konami is back on the pitch with a GCN soccer sim.

Ice Age
The animated movie from Fox turns into a side-scrolling romp through prehistoric times for GBA.

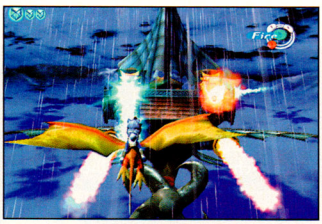


Monster Jam
It plays like RC ProAm, but the vehicles are monster trucks and the tracks have berms and bumps.

Gravity Games Bike: Street. Vert. Dirt.
Midway has packed 1,400 dirt and vert tricks, six modes and 10 areas onto the GCN two-wheeler.

Pocket Music
You'll create your own musical tracks and scores with Majesco's unique music-maker for GBA.

Guilty Gear X
The GBA version of GGX boasts original Three-on-Three and Tag Modes, plus a character editor.



Star Fox Adventures: Dinosaur Planet
The latest views of Star Fox show the variety of action with Krystal, Fox and Tricky and the amazing quality of the graphics.

GAME WATCH FORECAST

Moto GP

Muppet Pinball

Bomberman Max 2: Red Advance

Dragon Ball Z: The Legend of Goku

DEVELOPER PROFILE

In March, we visit with an innovative developer in Great Britain that is new to Game Boy Advance development—Revolution Software.

Revolution Software Ltd.
York, England
Founded: 1991
Respondent: Charles Cecil, Managing Director and CEO
GBA: Broken Sword: The Shadow of the Templars

GW: What types of products do you make and who is involved in that task?

CC: Revolution Software is mainly dedicated to making adventure games, having developed a host of critically and commercially acclaimed titles such as Broken Sword, Beneath a Steel Sky and In Cold Blood. We currently have a staff of 22 people split between our Game Boy Advance and PlayStation 2 developments.

GW: What is your company's philosophy of game development?

CC: Revolution's main goal is to further the development of emotion within video games. Our titles have always told rich stories—and we're keen to marry storytelling with the advances in technology to create genuinely compelling games.

GW: In brief, can you describe the steps your company goes through in creating a game?

CC: We are very thorough, so our design process is probably longer than most. We agree on the vision for the game first. We then develop the story and game play elements in parallel. The stories require considerable research to ensure authenticity where appropriate. At regular review points we ensure that the story and game play work together and have remained true to the vision. Towards the end of the initial design, we'll begin technical demos so we can establish how the key elements will fit together—control, camera, character animation, etc. Then specific levels are designed and the story is refined, until we're happy with how the elements are gelling.

GW: What is the best part of your job?

CC: Being able to shape the way games are perceived and developed in this exciting industry is the best part of this job. In years to come, we will look back and realize that we were pioneers who developed this amazing new art form.

GW: What would you predict for the future of gaming?

CC: Gamers will expect the visual experience that matches that of movies and TV. Much more power will be given to gamers, making the designing of these titles an even greater test.

NINTENDO GAMECUBE

- 1080° SNOWBOARDING 2
- ALL-STAR BASEBALL 2003
- ANIMAL FOREST PLUS
- BATMAN: DARK TOMORROW
- BLOODY ROAR: PRIMAL FURY
- BOMBERMAN GENERATION
- CHRIS EDWARDS AGGRESSIVE INLINE
- DINOTOPIA
- DONKEY KONG RACING
- DRAGON'S LAIR 3D
- DUKE NUKEM FOREVER
- ESPN MLS EXTRA TIME 2002
- EVOLUTION WORLDS
- FREAKY FLYERS
- GAUNTLET: DARK LEGACY
- GRAVITY GAMES BIKE: STREET. VERT. DIRT.
- HOME RUN KING
- HOT WHEELS
- JAMES BOND 007 IN AGENT UNDER FIRE
- JEREMY MCGRATH SUPERCROSS
- JIMMY NEUTRON BOY GENIUS
- KAMEO: ELEMENTS OF POWER
- KELLY SLATER'S PRO SURFER
- LEGENDS OF WRESTLING
- THE LEGEND OF ZELDA
- THE LORD OF THE RINGS
- MARIO KART
- MARIO SUNSHINE
- METROID PRIME
- MICKEY MOUSE FOR GCN
- MX 2003 FEATURING RICKY CARMICHAEL
- NBA LIVE
- NFL BLITZ 20-02
- PAC-MAN WORLD 2
- PHANTASY STAR ONLINE VERSION 2
- RALLY SIMULATION
- RAYMAN ARENA
- ROBOTECH
- ROCKET POWER
- RUGRATS
- SCOOBY-DOO!
- THE SCORPION KING
- SEGA SOCCER SLAM
- SEGA SPORTS NBA 2K2
- SHREK
- SNOOD
- SPIDER-MAN: THE MOVIE GAME
- SPONGEBOB SQUAREPANTS
- SPY HUNTER
- STAR FOX ADVENTURES: DINOSAUR PLANET
- TETRIS WORLDS
- TOXIC GRIND
- TUROK EVOLUTION
- WRESTLEMANIA X8

GAME BOY ADVANCE

- AERIAL ACES
- ARCADE ADVANCED
- BANJO-KAZOOIE: GRUNTY'S REVENGE
- BOMBERMAN MAX 2: BLUE ADVANCE
- BOMBERMAN MAX 2: RED ADVANCE
- BONX
- BRITNEY'S DANCE BEAT
- COLUMNS CROWN
- CRASH BANDICOOT: THE HUGE ADVENTURE
- DEFENDER OF THE CROWN
- DENKI BLOCKS!
- DIDDY KONG PILOT
- DINOTOPIA
- DISNEY'S PETER PAN: RETURN TO NEVER LAND
- DK COCONUT CRACKERS
- DRAGON BALL Z COLLECTIBLE CARD GAME
- DRAGON BALL Z: THE LEGACY OF GOKU
- EGGO MANIA
- FLINTSTONES: BIG TROUBLE IN BEDROCK
- HIGH HEAT MAJOR LEAGUE BASEBALL 2003
- HOT WHEELS
- ICE AGE
- KELLY SLATER'S PRO SURFER
- THE LAND BEFORE TIME
- THE LORD OF THE RINGS, PART 1
- MARY-KATE AND ASHLEY GIRLS NIGHT OUT
- MAT HOFFMAN'S PRO BMX 2
- METROID 4
- MLB SLUGGERS
- MONSTER JAM: MAXIMUM DESTRUCTION
- MOTOCROSS MANIACS
- MOTO GP
- MUPPET PINBALL
- NHL HITZ 20-02
- PAINTBALL
- PINBALL OF THE DEAD
- POCKET MUSIC
- POWERPUFF GIRLS: MOJO JOJO A-GO-GO
- ROBOPON ADVANCE
- ROBOTECH: THE MACROSS SAGA
- SABREWULF
- THE SCORPION KING: SWORD OF OSIRIS
- SEGA SMASH PACK
- SHREK: SWAMP KART SPEEDWAY
- SUPERMAN
- SUPER MARIO BROS. 3
- SUPER STREET FIGHTER ALPHA
- TACTICS OGRE GAIDEN
- (THE) SIMS
- THE THREE STOOGES
- TINY TOONS: BUSTER'S BAD DREAM
- TINY TOONS: WACKY STACKER
- TONY HAWK'S PRO SKATER 3
- VIRTUAL KASPAROV
- WINGS ADVANCE
- WTA TOUR TENNIS
- X-BLADEZ: INLINE SKATER
- YOSHI'S ISLAND
- YOSHI'S STORY
- YU-GI-OH!

GAME BOY COLOR

- CUBIX: ROBOTS FOR EVERYONE RACE'N ROBOTS
- E.T. AND THE COSMIC GARDEN
- MEGA MAN X-TREME 2
- NSYNC: GET TO THE SHOW
- RAYMAN 2
- RESIDENT EVIL GAIDEN
- YU-GI-OH!

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

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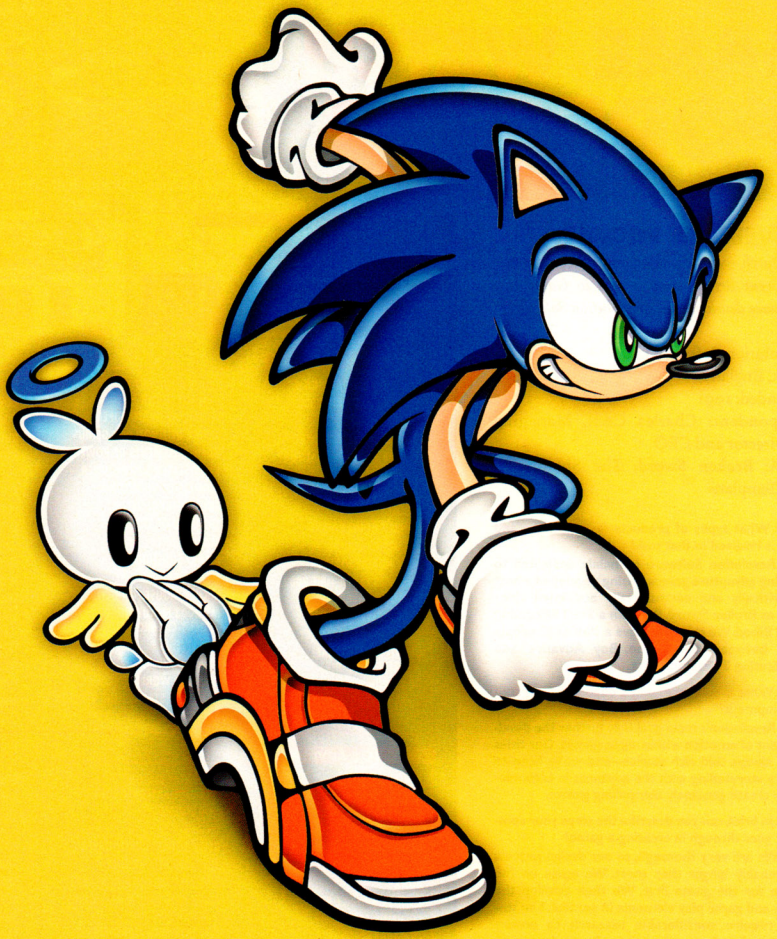
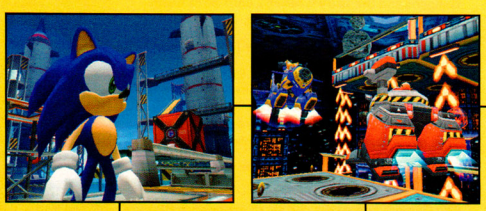


SEGA®

HEAD TO HEAD

With Sonic Adventure 2: Battle connect your Game Boy® Advance to your Nintendo GameCube™ and take your Chao on the road.

*Link cable sold separately.



Battle it out in head to head competition.

10th SONIC

THQ

SONIC™ TEAM

SEGA.COM/SA2BATTLE

HEDGEHOGS!

SONIC ADVENTURE 2 BATTLE

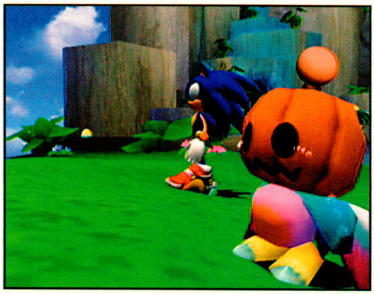
EVERYONE
E
CONTENT RATED BY ESRB
Violence
Mild Lyrics

Introducing four all new 2 Player VS modes.

NINTENDO GAMECUBE

SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendo.com. We'll print the funniest lines in the May issue!



Oh, li'l Pumpkinhead—it's only a sunset!

YOUR SCREEN TEST CAPTIONS

Our picture of Captain Olimar sleeping on the job got quite a few of you to chime in with your best one-liners. Our line was "You snooze, you lose." Here's what our readers came up with:

You're in my light! —*Drowzee77*
Busted! —*Superalex000*
Little Olimar was about to find out why size really does matter. —*Justin Hanson*
Now, I will lift this creature with my mind . . . —*Foss Family*
His last thoughts were, "I'm never playing leapfrog again." —*Travis Hanson*
That is some Heimlich maneuver. —*Adam McJunkin*
Yellow Wollywog, let's finish this. Body Slam! —*Dan Moberg*
The new planet's methods of artificial respiration did not work well for me. —*Cary Abma*

SUPER SONIC

Sonic the Hedgehog has been a video game star for over 10 years. Take a quick trip back in time with us as we look at highlights from Sonic's history, and see if you know the answers to some super Sonic trivia.

What kind of game is it?
a. Foot-Racing
b. Cart-Racing
c. Boat-Racing

Sonic Drift 2 is released for the Game Gear.

1995

1994

What type of being is Knuckles?
a. Echeneid
b. Echidna
c. Echinoid

Knuckles appears in Sonic 3.

What other game was released that year?
a. Sonic 3D Blast
b. Tails Adventure
c. Sonic R

Sonic Jam, featuring all of Sonic's previous adventures, is released for the Sega Saturn.

1997

What puzzle game was Mean Bean based on?
a. Tetris
b. Puyo Puyo
c. Dr. Mario

Amy Rose and Metal Sonic join the clan in Sonic CD. Also released this year was Dr. Robotnik's Mean Bean Machine.

1993

Which characters can you trade between GBA and GCN?
a. Chao
b. Choo Choo
c. Chewy

Sonic appears in games for the Nintendo GameCube and the Game Boy Advance.

Sonic was almost another animal. Which one?
a. Gazelle
b. Cheetah
c. Rabbit

Sonic the Hedgehog debuts on the Sega Genesis and later on the Master System and Game Gear.

1991

What is his full name?
a. Miles "Tails" Prower
b. Mark "Tails" Powers
c. Mack "Tails" Daddy

Tails joins Sonic in Sonic the Hedgehog 2.

1992

What kind of graphics did Sonic Shuffle feature?
a. Black-and-White
b. Cel-Shaded
c. Vector

Sonic Shuffle, a party game starring Sonic and his pals, is released.

2000

2002

ANSWERS

1991—c
1992—a
1993—b
1994—c
1995—b
1997—c
2000—b
2002—a

TRASH TALKIN' WITH JASON

As Senior Editor, I have to wield my authority over the rest of the NP Krew, and there's no better way of doing that than through a round of multiplayer mayhem and mudslinging. Exchanging insults is a big part of multiplayer fun, so try out the following lines when you've got your rival on the run. They're not all gems, but as long as they frazzle, irritate or downright confuse your opponent, your trash talking has done the trick.

- Is that rattling sound the Rumble feature or is it you shaking in your boots?
- You must've sat in some Spic and Span, 'cause I'm mopping the floor with your butt!
- You play like coffee—you're all about taking a few lumps and getting creamed.
- Maybe you should check yourself into a day care so you can play with the other babies.
- If you're having trouble seeing the screen, it's 'cause I'm so in your face.
- Hey lollipop, how's the lickin'?
- It must be garbage day, because I'm taking out the trash.
- It must be prom night on the Jerry Springer show, because I'm taking out the trash.
- Do you want me to go into the Options Menu and shut off your Humiliation Meter?
- That's funny—your Controller seems to be plugged in.
- Butter me, because I'm on a roll.

Got a good insult? Bring it on! Send your best one-liners to Power On.

TAXI DRIVER CONFESSIONS

Here at Nintendo Power, we're constantly striving to be the most accurate source of Nintendo-related information on the planet—so we got real-life cab driver (and Cafe Mario chef extraordinaire) Shawn O'Connor to give Crazy Taxi a spin.

Power On: Have you played this yet?

Shawn O'Connor: No. I just have a Nintendo 64. (*The game starts*) Three crazy minutes? That's what driving a real cab is like!

PO: What color is your cab?

SO: It's red over yellow. Two-tone.

PO: Is it a convertible?

SO: Nope.

PO: Do they have convertible cabs?

SO: Not at my company they don't. (*Shawn plays for a bit*) This is really cool. The graphics are incredible. (*He takes too long and the passenger flees*) Dude, she jumped out!

PO: Ever had anyone leap out of your cab?

SO: Not really. (*He drives down a long hill, hitting multiple cars*) I don't drive like this when I drive my cab.

PO: You've never driven through a park or something?

SO: Well, I've taken some shortcuts.

PO: Crazy shortcuts?

SO: Slightly.

PO: Do people ever shout directions at you?

SO: Yeah.

PO: Do you do what they say?

SO: Yeah. You have to. There are actually a lot of rules that cab drivers have to follow.

PO: So, how do you navigate a real cab without a big floating arrow that tells you where to go?

SO: You have to go to a class and prove that you can look at a map and pick the shortest route possible.

PO: Do you wear a uniform?

SO: Not an actual uniform, but I have to wear dark slacks.

PO: So you couldn't have green hair and an open Hawaiian shirt?

SO: Nope. You need a burgundy shirt. And your jacket can't have any logos on it.

PO: Oh. So this game is actually in violation of numerous cabbie regulations.

SO: Well, it probably varies from state to state.

PO: Do you have a boss?

SO: There's a guy who owns the cab company.

PO: Does he ever walk into work and say "Time to make some craaaa-zy money!"?

SO: Um . . . no.

PO: He should. It might be good for morale.

SO: I'll ask him.

PO: So what's the verdict?

SO: Good game, but it's too much like work.

PO: And why would you want to do that in your spare time?

SO: Exactly.

THE WORLD NEEDS A HERO AND THERE IS ONLY ONE MAN FOR THE JOB.
007
Agent Under Fire
EA GAMES and MGM INTERACTIVE present
James Bond 007 in AGENT UNDER FIRE™
An all-new ACTION-PACKED ADVENTURE. Immerse yourself in 12 PULSE-POUNDING MISSIONS. Intense FIRST-PERSON ACTION. Breathtaking DRIVING LEVELS in exotic sportscars, including the ASTON MARTIN® DB5, BMW® 750iL and BMW® Z8. Employ state-of-the-art GADGETS. Wield HI-TECH WEAPONRY. Meet STUNNING BOND GIRLS. Journey to EXOTIC LOCATIONS across the globe. Frag your friends in FOUR-PLAYER SPLIT-SCREEN action. The next generation of BOND has arrived on the PLAYSTATION®2 computer entertainment system, the XBOX™ video game system, and Nintendo GAMECUBE™
Metro Goldwyn Mayer
MGM INTERACTIVE
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WWW.EAGAMES.COM
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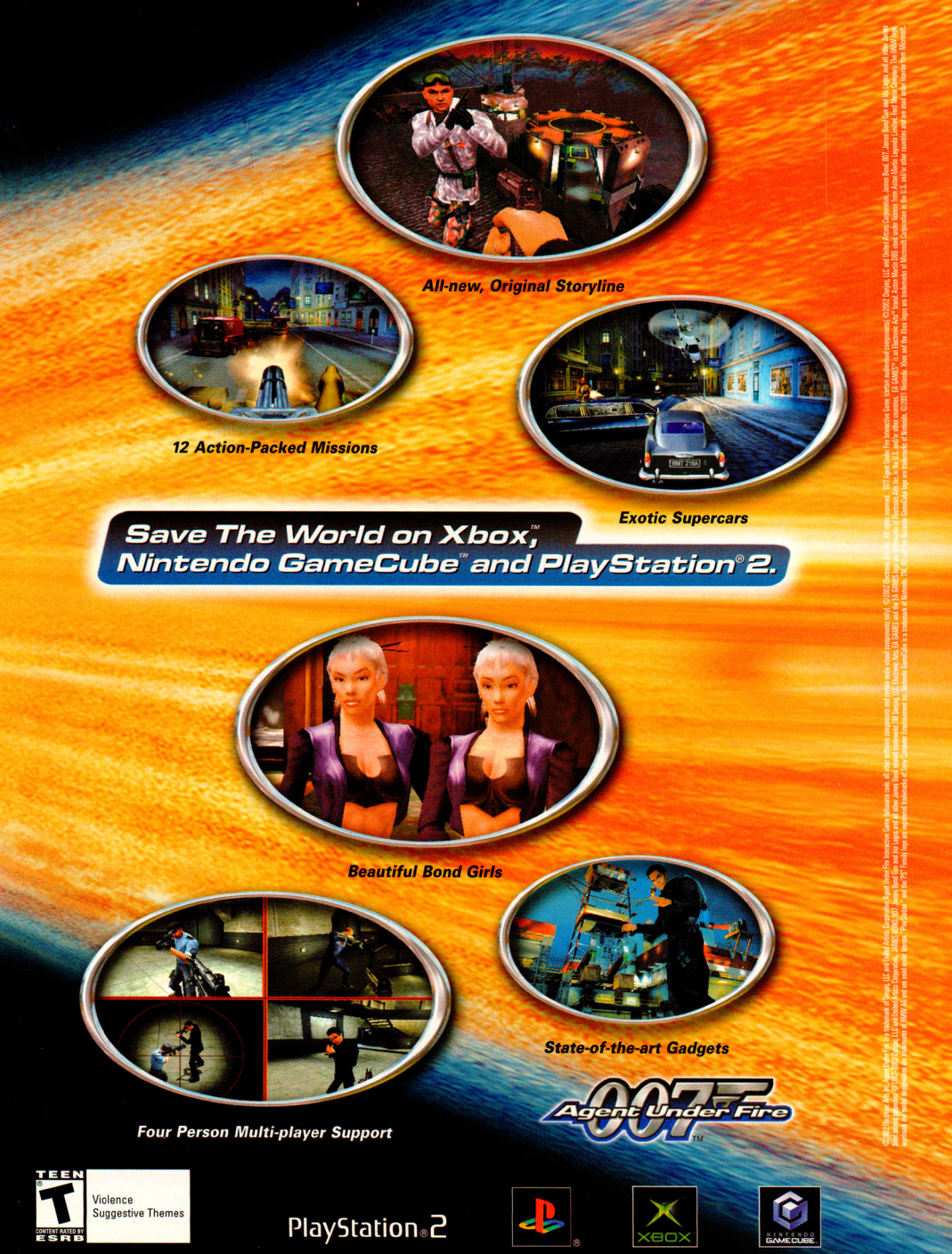
All-new, Original Storyline
12 Action-Packed Missions
Exotic Supercars
Save The World on Xbox,™ Nintendo GameCube™ and PlayStation® 2.
Beautiful Bond Girls
State-of-the-art Gadgets
Four Person Multi-player Support
007 Agent Under Fire™
TEEN T CONTENT RATED BY ESRB
Violence
Suggestive Themes
PlayStation® 2
XBOX
NINTENDO GAMECUBE

• Join the Mario Jet Set

gameboy.com/supermarioworld

Many hard-core gamers consider Super Mario World to be the best platformer ever, so many veteran players from the Super NES generation are expected to join the flood of newbies now that the game has reappeared on Game Boy Advance. In that spirit, the Super Mario World website has strategy tips all wrapped up as an online vacation brochure—kind of a fabulous getaway for the whole Nintendo family.

Along with lots of basics and video clips about the game for the uninitiated, the Super Mario World website will reveal insights into the nine worlds, give away the secrets of beating the seven bosses and delve into the mysteries of the 23 secret exits. As always, Nintendo's game websites cough up the juicy details, so plan your Mario escape at gameboy.com/supermarioworld.

It's a long road to the final showdown in the Valley of Bowser. You'll begin on the whimsical Yoshi's Island and continue through plenty of progressively more dangerous terrains. The Super Mario World website provides a few glimpses into all nine worlds so you can look before you leap.

There's more to Super Mario World than meets the eye—many levels have secret exits that lead to hidden levels. Even players who spent countless hours searching for them on the Super NES might have difficulty remembering them all, so the website points the way to the 23 hidden portals.

Lemmy Koopa, Ludwig von Koopa and Morton Koopa Jr. are all among the highly memorable and dangerous bosses from Bowser's Koopa kin. Each one has his or her lethal tricks, and the Super Mario World website leaks how to beat all seven bosses at their own game.

• Special Delivery

nintendo.com/newsletter.html

With all the development surrounding the Nintendo GameCube, nintendo.com has started up a Nintendo GameCube e-mail newsletter full of tips about new games and links to the latest Nintendo game websites. It's just one of many newsletters—and the occasional surprise—you'll receive after you subscribe via the nintendo.com Newsletters page.

Select the HTML option for the Nintendo GameCube newsletter to receive a more fully interactive version crammed with eye candy. The December newsletter alerted readers to the new Pikmin website, along with other hot-off-the-presses news.

In late 2001, newsletter subscribers who opted to receive all newsletters received an extra-special surprise in their e-mail: an ultra-cool streaming video newsletter that gave a look at the entire library of Nintendo GameCube games.

WANT TO GET A JUMP ON THE LATEST, GREATEST NINTENDO WEBSITES ABOUT TO BREAK ONTO THE INTERNET SCENE? STAY TUNED FOR MORE UPCOMING ONLINE DEVELOPMENTS AND BE AMONG THE FIRST AT THE HEART OF THE ACTION.

THE ARCADE SMASH THUNDERS ONTO NINTENDO GAMECUBE™

5 different drivers, each with a unique big rig and a nasty attitude

Rough 'n rambling Arcade Mode and tons of twisted trucker mini-games

EIGHTEEN 18 WHEELER™

AMERICAN PRO TRUCKER

2-player, split-screen "Versus Mode," featuring 4 different raceways

PlayStation.2

SEGA®

NINTENDO GAMECUBE

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Acclaim®

acclaim.com

EVERYONE E CONTENT RATED BY ESRB

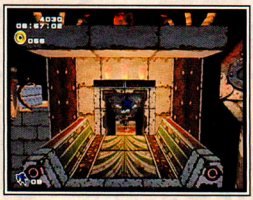
VIOLENCE

SEGA'S SUPERSTAR HEDGEHOG VS. HIS INSANE TECHNO-NEMESIS: THEIR TWO CREWS BATTLE FOR THE PLANET'S FUTURE, AND YOU'LL PLAY THEM ALL IN A GAME THAT'S BEYOND EPIC.

©2002 Sega Corporation/
Sonic Team

SONIC ADVENTURE 2 BATTLE™

The Choice Is Yours



Save the planet—or destroy it? You'll play through both the good and evil stories surrounding the latest battle between Sonic and his nemesis, Dr. Eggman. The planet-impacting skirmish packs both of their posses into a truly massive game. That's not including extras like multiplayer battles, 180 missions and the Chao pet garden that links Nintendo GameCube with Game Boy Advance for a groundbreaking first.

Heroes and Dark Agents

Half of them keep the world from falling apart; the other half try to drive the wedge in further. But in terms of their abilities, all the characters have a counterpart on the other side of the fence. You'll pull all their strings in Sonic Adventure 2: Battle.

SONIC

The heroic hedgehog moves at dizzying speeds and has a fierce homing attack.

TAILS

Sonic's buddy, Tails, roves the game in a missile-equipped stomping vehicle.

KNUCKLES

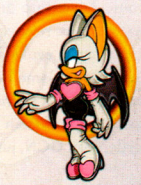
The good-guy echidna glides, punches and homes in on hidden or buried treasure.

SHADOW

Just as fast as Sonic, the evil hedgehog also has control over the fabric of the universe.

DR. EGGMAN

Sonic's nemesis is a genius who rides in a stalking-and-shooting vehicle like Tails's.



ROUGE

Like Knuckles, the gem-manic bat glides and zeroes in on hidden treasure.

The Good, the Bad and Their Strategy

Whether you're playing through the Hero or Dark Story, your character will face similar goals and obstacles in many stages. Don't sweat it if you can't reach every power-up during your first run through a level. You'll need to complete later stages and find ability upgrades that will enable you to open up new paths, find even more upgrades and collect power-ups in early stages.

Ability Upgrades

Every character can find several power-ups that uniquely upgrade his or her personal powers or vehicle. Many power-ups grant stronger attack ability, but they also function as a way of blasting open or moving onto new paths.

Chao Containers

In the Chao Garden, you'll raise Chao creatures. To get there from a specific stage, you'll need a key—and it's in the first of three Chao Containers in each stage. The second container holds typical animals; the third holds one unusual animal.

Mystic Melody

Later in the game, each character can find the Mystic Melody, which can open up new paths and rooms near the tiny altars strewn throughout stages. Such paths often lead to great power-ups, ability upgrades and hidden Chao.

Chaos Drives and Animals

Prismlike Chaos Drives and animals—both of which help Chao creatures develop unique traits—are hidden in each stage. Chaos Drives are hidden inside robotic enemies, and animals tend to be hidden in pipes or inside Chao Containers.

Steel Crates

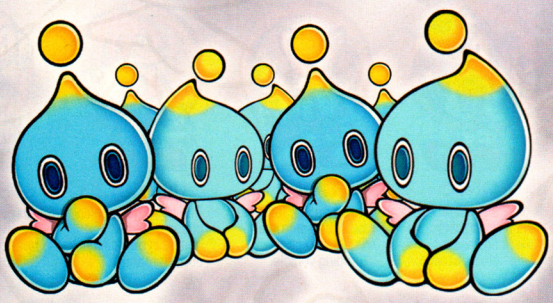
You can't smash steel crates early in the game. Return to the spots once your characters have steel-crushing powers to uncover new areas and power-ups hidden behind the boxes.

Steel Cages

Single steel cages—or entire barricades of cages—often bar a path or enclose great power-ups or unusual animals. You must find and launch the nearby rocket to destroy the cages and get the goods.

Making the Chao Connection

Sonic Adventure 2: Battle contains a thriving pet-raising system that revolves around Chao—cute, cuddly critters that you can evolve in many ways. Using the new Nintendo GameCube Game Boy Advance Cable, you can send a Chao from the GCN to the GBA, then hand-raise your pet wherever you go. When you'd like to return it to the rich 3-D gardens on GCN, just send it back again via the Cable.



First: Use the Chao Transporter

Once your GCN and GBA are connected with the Cable, use Sonic to pick up one of your Chao, then step onto the Chao Transporter in the Chao Garden. With the transporter, you can transmit your Chao to your GBA, which also creates a safe playpen on your GBA called Tiny Chao Garden—no GBA Game Pak necessary!

Second: Play in the Tiny Chao Garden

In the miniature garden, your transported Chao will wander around, waiting for you to play with it. You can rub your Chao's head and give it food and prizes, which can build up abilities such as swimming, flying and running. You should also pull weeds from the garden to keep your Chao happy.

Third: Win Rings from Minigames

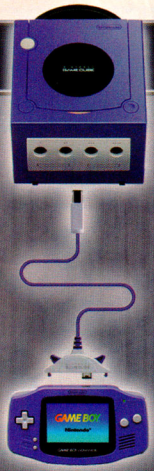
Tiny Chao Garden includes two fun minigames in which you win rings that you can use to buy food and toys for your Chao. One minigame is based on the classic game of Concentration; the other is a fast-paced symbol-and-color matching challenge.

Fourth: Buy Food, Toys and Eggs

With rings from the minigames, you can purchase a changing variety of items. Specific fruits develop specific traits in your Chao. And your pet will be delighted with any toys you give it. You can also buy common and rare Chao eggs that you can hatch into even more friends.

Finally: Send It All Back to 3-D Digs

If you have Sonic Advance, you can save your progress in Tiny Chao Garden. If you don't, before you switch off your GBA, you can send your Chao, fruit and items back to the main Chao Garden in Sonic Adventure 2: Battle, where Chao life is full of even more surprises.



Nintendo GameCube Game Boy Advance Cable

Link to a New Revolution in Video Games!

Last year, Nintendo GameCube and Game Boy Advance revolutionized the video game world. Now the new Cable evolves Nintendo's next-gen vision even further—and the Chao connection between Sonic Advance and Sonic Adventure 2: Battle is only the beginning.

The Cable will transform how the planet plays and designs video games. It's huge. It's historic. And it's here. In coming months, you'll hear much more about what's on the way. Ready to connect?

Where to Buy It

You'll soon be able to buy the Cable at Nintendo's online store. Check the website to learn more about when the Cable goes on sale!

store.nintendo.com

From Chao to Champion

In Tiny Chao Garden on the GBA, you can care for your many Chao in ways that encourage their growth in specific traits. And within Sonic Adventure 2: Battle on the GCN, you can access many resources and challenges, not to mention a huge 3-D world, that make getting to know and grow your Chao something you'll look forward to doing every day. They're full of personality.

Hatching a Chao

All Chao begin as eggs, and how you first hatch a Chao from its egg influences the personality that it will develop. Two of the ways to open the egg are holding and rocking it or smashing the egg against a cliff. It's a big decision.

Feeding a Chao

Different fruits and foods stimulate specific traits in Chao. At first, Chao Garden has several trees that grow a basic nut that builds Stamina and keeps your Chao well-fed and happy. But there are many different trait-building foods available later.

Make Room for Quality Time

You'll want to play with each of your Chao often, or else it'll develop lazy traits. You can also simply pick one up to see all of its traits and the level of each trait.

Friends and Presents

As you progress and replay Story stages, you can find Chaos Drives and a large variety of animals. Each further develops specific traits in a Chao, so keep the gift flow going strong.

Chao Checkups

In the Kindergarten building, you can carry each of your Chao to the Health Center, where a doctor will provide a medical chart with many details, such as its personality profile, fruit preferences, age, transformation details and much more.

Buy Unusual Gifts, Seeds and Eggs

In the Black Market, you can buy food, tree seeds, Chao eggs and unusual presents that will affect the lives in your Chao Garden dramatically. You can sell items to earn purchase points or run through Story stages to collect credit-earning rings.

The Chao Olympics

Chao Races and Chao Karate offer basic learning competitions at first, but after you place top honors in those races and matches, you'll unlock much more complicated races that demand a quantum leap in Chao development, including a much higher IQ.

Breeding Chao

When a Chao reaches a higher level, it may become interested in extending its family line. You'll know when it's ready if it sits down and grows a flower ring. At that moment, grab another Chao and bring it over—love may blossom and result in a brand-new egg!

To Puberty and Beyond!

After a Chao has enjoyed your care and attention for quite some time, it will develop a cocoon and quickly mature into a specific type of Chao based on its traits.

Hero Story

Sonic Adventure 2: Battle divides the ongoing story into separate missions for the heroes and villains. Along the way, they'll bump into each other, though Hero and Dark stages don't coincide at the same stage number. The Hero Story's plot begins after the events laid out in the first few Dark Story stages.

Stage: 01 / City Escape

The Hero Story starts as Sonic is escaping military capture, though he doesn't have a clue yet why they're after him—one of the good guys. For the moment, he must evade them.

Grab Max Air

As Sonic, you'll race down city streets on a makeshift skateboard. When you tackle a ramp, hit A to make a higher jump. Grabbing altitude adds points to your final stage total.

Chao Secrets

To find the Chao containers in each stage, learn to stray off the obvious path. Grab the container that's hidden on a raised platform.

Blaze a Rail

Skip all stairs. Instead, rack up even more points by leaping onto rails and grinding up great totals. Jump the gap between any two rails to maximize your grind potential.

Keep on Truckin'

When a semi puts the pedal to the metal in hot pursuit, don't stop, or it will run you over. Play through several times and memorize ring positions to collect each one during the dash.

Dark Story

The evil plotline begins before Sonic's sudden persecution in the Hero Story. When Eggman learns about—and attempts to steal—his dearly departed granddad's science project, he soon realizes that it's actually a superpowered hedgehog named Shadow. And it's all too eager to help Eggman dominate the world at last.

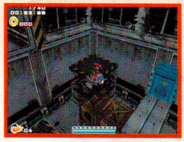
Stage: 01 / Iron Gate

The Dark Story starts with Eggman's breaking into Prison Island, a military base where he must blast through locked vaults to steal the secret weapon.

Multi-Torching

The Egg Walker is equipped with a lock-on laser. Before releasing its homing missiles, lock on to as many targets as possible to earn higher point totals.

Physics Puzzle



Chao containers grow more difficult to locate—or at least to reach. Get to the first one by leaving crates intact as stairs then using the lift to hop onto them.

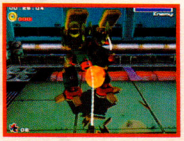
A Future Path

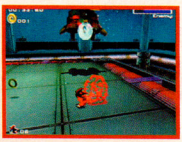
Don't worry about the ledge with the steel crate. You can't reach it or blow it open—to reveal a new path—until you have vehicle power-ups. Return later.

Boss Stage: B-3x Hot Shot

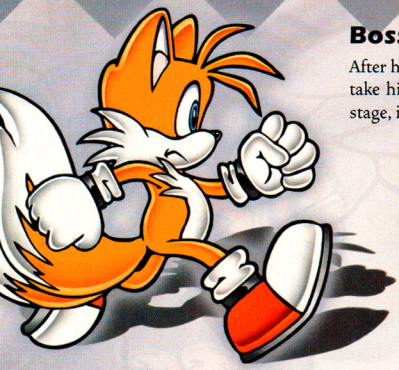
After Eggman cracks the base and releases the top secret weapon, the superpowered called Shadow, his new evil friend must battle a military giant before they can get away.

Battle of the Homing Assaults





The B-3x flies around an enclosed area, attempting to lock on to Shadow with homing missiles. When it lands, the B-3x will fire rockets. Just after that, leap up at the cockpit—its weak spot—and use a Homing Attack to inflict some damage. After several such attacks, the B-3x will finally shut down.



Boss Stage: F-61 Big Foot

After his mad dash through the city, Sonic runs into a military vehicle that's determined to take him back to lockup. Like the stomping 'bot that Shadow faces in Dark Story's first stage, it requires a few fast pops to the cockpit.

Sidestep the Onslaught

Pick up a few rings before taking on the F-61—you'll have an extra level of ring-bolstered defense for when you get hit. When the hovering F-61 lands, it will fire missiles. Evade them, then deliver multiple Homing Attacks at the F-61's cockpit to bash away at its life meter.

Stage: 02 / Wild Canyon

Knuckles is the sworn protector of the Master Emerald, and after the skirmish with treasure-seeking Rouge, the gem splinters into pieces. He must find three of them.

PCs Clue You In

Scattered computers give tips to the location of the next emerald. However, using tips reduces your final gem-hunting score.

Glide and Stick

With Knuckles's ability to soar into surfaces then scale them, he can use a series of objects to reach nosebleed heights, where useful objects like the Chao container are hidden.

Fists of Fury

During your first outing with Knuckles, you can use his fists to punch open wooden crates that contain useful items. Later in the game, power-ups give his claws greater powers.

Intuit into It

Knuckles has a sense for where gems are. As the color of his gem locator shifts toward red, you're getting closer. When an exclamation mark pops up, you're there.

Stage: 02 / Dry Lagoon

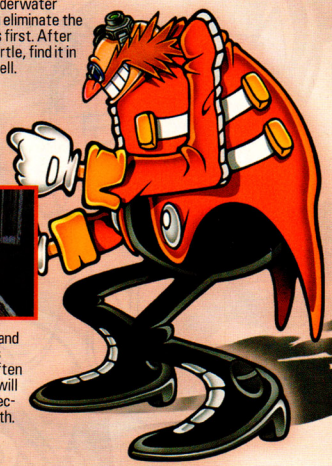
Gem-obsessed Rouge fights Knuckles over possession of the Master Emerald, which leads to its being shattered. She's got to locate three shards, randomly scattered across half-submerged ruins. Though you can get clues from computers suspended around the lagoon, try to find the gems on your own. You'll score higher if you go alone.

Riddles or Tips?

Computers provide three clues about the location of the next shard. The first one is often too puzzling. The second's a little more helpful. And the third's usually clear enough to get you there.

The Turtle Express

The turtle under guard watch will transport Rouge through an underwater channel if you eliminate the two sentinels first. After freeing the turtle, find it in the central well.



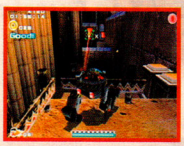
Stage: 03 / Sand Ocean

Eggman heads back to his secret base, located inside a desert pyramid. But first he's got to break through his heavy defenses to reach his inner technology sanctum.

Take a Spin Later On

You'll ride a rotating platform that points to three new paths. You can reach only one your first time. Later, when the Egg Walker has more powers, return and use them to reach new power-ups.

Ruin the Ruins



Obelisks stand throughout the area, and they're strapped with explosives. Use your homing missiles against the obelisks to topple them, which will open the path onward.

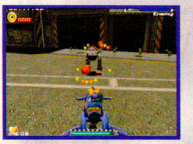
Heavy Steps

Crushing weights rise and fall throughout various stages of the game. Often hopping on top of one will provide a useful perspective or reveal a new path.

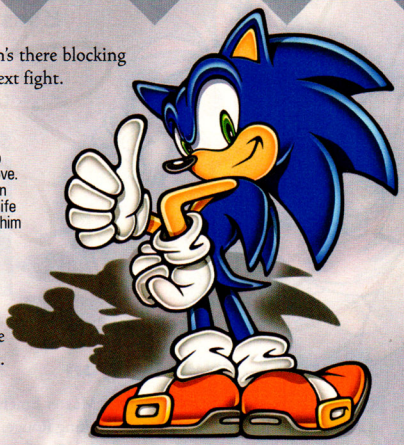
Boss Stage: Dr. Eggman

Tails heads to Prison Island with his Cyclone vehicle to help Sonic escape. Eggman's there blocking the way with his Egg Walker, which is equipped with a new dirty trick just for the next fight.

Lock On and Dodge the K.O.



Keep circling Eggman so he can't get a lock on your position, and don't get too close or he'll lash out with a boxing glove. While circling, repeatedly use your own Lock-On Missiles to blast away at his life meter. He moves quickly, so lock on to him and fire quickly to get the strike.



Stage: 03 / Prison Lane

Tails rides his Cyclone stomper into the base, where he must face many of the same base-cracking challenges that Eggman faced when breaking Shadow out of the joint.

Bomb Ambition

Tails can rake in major points if he locks on to multiple targets before releasing his volley of missiles. Try locking on to both enemies and door explosives when grouping your targets.

Wrong Way?

The camera angle tends to point you in the direction you're supposed to go, but going against the flow can reveal hidden surprises, such as the Extra Life on the ceiling behind the lift.

Not Now, Chao

After you get the Jet Engine in a later stage, return to Prison Lane. Only then can you hover to the distant Chao container—and be able to collect all three of them in the stage.

Whoa, Wait on That Goal

Before you hit the goal, open the nearby gate by destroying the sole flying robot. You won't be able to blow up the steel crates behind the gate, however, until Tails gains that ability later in the game.

Stage: 04 / Radical Highway

The military has surrounded Shadow on a massive bridge, and the rogue hedgehog needs to escape via a twisting, turning, looping highway, where he'll speed through gravity-defying leaps, but he shouldn't ignore the power-ups along the way.

In the Future

Take the right path at the spot that directs you both left and right. Later, when you can speed along ring chains, return and go left to find an awesome power-up.

Leap of Faith

You can cross the bridge by racing up the ramp to reach the road, but there's another way to go. If you jump into the chasm, air turbulence will carry you across.

Speedy Detour

Before you continue onward by heading left under the roller, go right to find a Chao container in the crates and an Extra Life suspended high in the air.

Stage: 05 / Egg Quarters

Rouge attempts to break into Eggman's base but finds that she'll need three keys hidden in the Egyptian environs. Once more, she draws upon her treasure-hunting talents, but now she must cope with robotic predators during the search.

Cheating the Beetle Patrol

Beetle Robots hunt for intruders. If one stays on your trail for too long, it will shoot an unavoidable laser. Hide in shadows to confuse it long enough to escape.

Dig That Cool Upgrade

Find the Pick Nails, which allow you to dig, behind the locked door in the blue fish-head room. Unlock it by tripping the switch at the bottom of the nearby well.

Stage: 04 / Metal Harbor

Sonic learns that the evil plot is unfolding in outer space, so he attempts to hitch a ride on a space-bound rocket. After racing along an ocean docking zone, he's got to beat a speedy rocket countdown.

Chain Reaction

With a series of Homing Attacks, use the hovering robots as stepping-stones across the chasm. To reach the Extra Life to the left, use the Control Stick to rebound to and from it.

Sole Upgrade

To complete the level, Sonic will need the Light Shoes, which allow him to speed along strings of rings, even ones strung through midair. Find the footwear by scaling the ocean rig.

Blasting Speed

When you reach the rocket across the water gap, you'll have 15 seconds to race the ramps and grab a ride. If you have 80 to 89 rings when you pass the Point Marker, you'll get a speed boost.

Boss Stage: Shadow

Sonic and Shadow finally duke it out for the first time in a lush forest—on a platform surrounded by water. Be nimble and watch your evil mirror image. If you ricochet out of the ring, you'll lose a life to the murky depths.

Shadow Boxing

Grab all the rings possible so that Shadow doesn't bolster his own defenses with them. He'll use his Spin Dash a lot to try to pummel you, so stay out of his direct line of fire to protect yourself.

Two of a Kind

Since Sonic and Shadow share similar attacks, your dark foe is well prepared for the assault. Your best chance for whittling his life meter back is to use a series of Homing Attacks.

Stage: 06 / Lost Colony

Eggman realizes that his grandfather has more surprise inventions in store, but they're tucked away on a space colony. The mad genius must battle his way into the old colony to find its power core, and the station is far from empty. There's a great vehicle power-up hidden in the colony—essential for completing the stage—and it's also useful for pursuing paths in previous stages.

Banish the Blackout

Many areas of the space colony are dark. Strike enemies with your Lock-On Missiles to brighten the room temporarily. The more enemies you strike, the brighter it gets.

Boost Evolution

On an upper platform space above the square dead-end room, you'll discover the Booster vehicle upgrade, which will allow Eggman to hover short distances. Use it to escape the dead end.

Stage: 07/ Weapons Bed

Eggman storms the military base again, this time to create a diversion while Rouge is searching nearby for emeralds. He has plenty of power-up opps as he evades military capture.

Bad Egg Gets Worse

Near the start of the stage, you'll see a series of hangar doors strapped with explosives. Blow open the doors by targeting the explosives to find an upgrade for Eggman's vehicle cannon.

Fierce Flyer

Huge, flying robots shoot out a series of quick pulses. If you can't eliminate the source before it shoots, target the pulses with quick homing action to buy yourself time to strike again.

Evil Extension

When you reach the balloon floating in the water gap, hover briefly off the edge. You'll discover a second balloon out of sight below the rim. Pop it to receive an Extra Life.

Stage: 05 / Green Forest

Sonic finds himself on an island that will explode after eight minutes, so the blue daredevil needs to race at breakneck speed to reach the far side where Tails and Amy Rose are. The Green Forest is rich with power-ups—don't pass them by.

Forest Tangle

The Green Forest is full of different paths to take. They all eventually lead to the stage exit—the difference is the number of rings and power-ups you'll find along each branch.

Spin Upgrade

The Ancient Light upgrade grants a new spin attack. After you find the three robots with boost slides behind them, explore the ledges above to find it. Use a Homing Attack against the flying 'bot to reach it.

Crate Escape

Under a crate stack, you'll find one more crate stuck in the ground. Ignore it your first time through, but return later in the game when Sonic can perform the Bounce Attack to smash through to a hidden path.

Not So Fast

Before climbing the small floating blocks, nose below to find a Chao container—and another way to reach the hidden path.

Stage: 06 / Pumpkin Hill

Knuckles finds himself on another emerald hunt, this time in a bizarre, haunted land where towers rise from bottomless chasms. The gem shards are often buried, so Knuckles will need to find a new digking ability upgrade.

Bust on Through

Straight in front of where Knuckles starts the level, he can easily find the Shovel Claw power-up, which enables him to dig into some surfaces. Use it in many places, even if your gem-hunting radar isn't alerting you to a nearby emerald. You might dig up buried rings and power-ups.

Sonic Is Spilling Over

The epic isn't over yet! In April, we'll pick up the Hero and Dark Stories where our strategies left off. Meanwhile, even when you're not rescuing—or destroying—the entire planet, you'll find an immense amount of game play, including Kart Racing, 2P Battle Mode and extra challenges in all the stages that you've completed. So until next month, keep blazing your trail through your fantastic blue experience!

Kart Racing

Once you've unlocked the Kart Racing game, you can play solo or against another competitor on several courses.

2P Battle Mode

Battles include Action Race, Treasure Hunt, Shooting Battle and more—playable by characters matched to the task.

180 Obsessions

Long way to the finish: You can pursue a stunning 180 goals in the game—with an emblem awarded for each one. Collecting more emblems unlocks even more options within the game.

MIDWAY

4-PLAY AT ITS BEST

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TEEN T
CONTENT RATED BY ESRB
Blood
Violence

PlayStation.2

NINTENDO GAMECUBE

Available March 2002
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TEEN T CONTENT RATED BY ESRB

Comic Mischief
Mild Language

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COMING SOON ON

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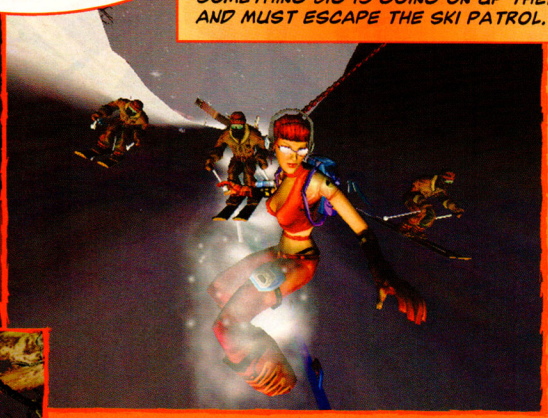
NAYA HAS OTHER IDEAS. SHE KNOWS SOMETHING BIG IS GOING ON UP THERE AND MUST ESCAPE THE SKI PATROL.



BUT THAT'S NOT THE HALF OF IT. NAYA ALSO HAS TO FIND ALL THE UNASSEMBLED BOMB PARTS AND FIRE THE **ARTILLERY CANNON** TO START AN **AVALANCHE.**

SHE HAS HER WORK CUT OUT FOR HER IF SHE HOPES TO UNLOCK THE MYSTERIES ATOP THE SUMMIT.

DARK SUMMIT

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PlayStation.2

THQ

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NBA Street

EVERYONE
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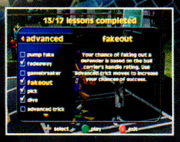
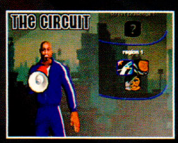
Servin' it Up

NBA stars and playground heroes meet on the concrete for a hip-hop-infused, 3-on-3 GCN hoops showdown in NBA Street from EA Sports Big. As the man with the megaphone, Joe "The Show," says, you've got to show up or get shown up when you go up against the best street-ballers around. If you display some dazzle and put the rock in the hole, you'll unlock extras and build a rep as the custodian of the court.



Street School

Before you hit the circuit or defend your turf, you should let Joe "The Show" teach you how to find the hoop and earn trick points in the process.



City Circuit

Representing one NBA team, you'll go up against all of the other teams and six supercharged street teams as you advance through the circuit. Victories earn you new ballers and courts.

Create Player

Create and customize your own street-baller with your choice of looks and skills. As you play, you'll unlock more looks, development points, body types and shoes.

Hold the Court

You can go up against another player on your choice of 13 different street courts or take on single-player challenges that will earn you more creation options.

Street School

Before you can dominate the NBA Street court, you've got to learn the moves and discover the importance of trick points. Joe "The Show" will give you the basics on offense and defense, then let you in on advanced techniques that could bring your game up a level. If you stick around for every lesson and demonstrate your abilities, you'll unlock a new court for Hold the Court Mode.

Defense

There's no use in scoring if you let the other squad score on you. Joe will show you how to switch up, block and steal. There's no goaltending call, so the ball isn't in until it's in.

Steal

You'll improve your stealing chances if you use a quick player and master your timing.

Block

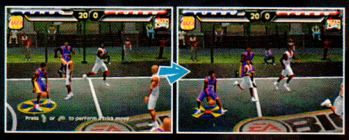
Put a big body under the hoop and swat the rock away. The top blockers grab the ball.

Offense

To develop an effective offense, you've got to make sure that you have at least one good dunker and one ball-handling magician who can hit the hole from outside the arc. By creating a double-edged threat from the inside and outside, you'll increase your scoring opportunities and run an effective half-court game.

Alley-Oop

Watch your teammate under the hoop. If he or she jumps above the rim, you can score big with a quick pass and dunk.



Trick Move

Trick moves are a good source for trick points. Use the X and Y Buttons in combination with the L-, R- and Z-Button turbos to pull off crazy crossover moves.

Dunk

While nearly every player can dunk, you should leave the monster dunks to a specialist. Close in on the hole and let your baller soar and slam. Dunks will earn you trick points.

Advanced Moves

You may slide through a few victories with a grasp of the basics, but you won't lead the circuit or go on a long win streak unless you master advanced street techniques. Trick point development and Gamebreakers will take you far.

Pump Fake

There's no better way to catch your opponent by surprise than with a pump fake. Quick players can pull off the best fakes. The trick is to hit the B Button quickly and lightly.

Pick

If you want to drive the lane, you've got to find your way around the defender. Your teammates can help with a quick pick.

Gamebreaker

The Gamebreaker is your key to winning close games. The shot isn't automatic, but the percentages are in your favor. Use a good perimeter shooter outside the arc.

Dive

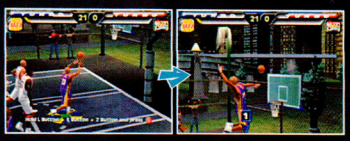
Swats and blocks create loose balls. If you're quick, you can hit the court with a tap of a turbo button and scoop up the ball.

Advanced Trick

Joe "The Show" will tell you that crossover moves can get mighty tricky when you apply all three turbo buttons to the process. The Slip 'n' Slide and Cyclone build up your boost meter.

Fadeaway

Good defenders can anticipate a jump shot and block it on its way up. You can get the ball over the defender if you fade as you shoot.



Advanced Dunk

The Dinner's Served dunk is risky, but worth it. When you have a full meter and an open lane, fly to the hoop with triple turbo power. You'll catch your own rebound and slam it in.

Fakeout

You won't get called for charging in NBA Street. A turbo-charged crossover into the defender will earn you trick points and clear the lane.

HERE COMES THE 101

Joe "The Show" gets you going in the right direction in Street School, but there is even more to know if you want to dominate the street court. As you take on the early challenges of the City Circuit or try to achieve goals in the Hold the Court Mode, you'll learn more winning techniques, like the following tips.

Watch the Clock

When the 24-second shot clock gets down to 10 seconds, a timer will appear on the screen. If you don't get a shot off in time, you'll lose possession and your boost meter will shrink.

Backboard Jungle

If you work your way down the baseline, be sure to break toward the middle of the court as you reach the basket. That way, you'll steer clear of the backboard and get a good view of the hole.

Get a Grip

Crossover dribbles are your bread and butter when you're building your boost meter. Be sure to use a player with good handling skills so the ball doesn't slip into the wrong hands.

Distance Dedication

Every winning team needs at least one player who is good beyond the arc. Since close-range shots are worth one point each and long-range shots are worth two points, long distance is important for building a lead.

Color-Coded

A spot under the player with the ball will turn green if the shot has a good chance of dropping and yellow if it's a toss up.

Build the Boost

Your boost meter will grow as you pull off crossover moves, dunks, steals and blocks. When the meter tops out, you'll be able to pull off a Gamebreaker. Set yourself up for a shot quickly.

Touchy Turbo

Your turbo meter will shrink fast if you hold the L, R and Z Buttons. It'll also shrink with every crossover move. Manage the meter and let it recharge when it's low.

CREATE PLAYER

You can create one baller for every Player ID. The player will start with 500 creation points, which contribute to his or her size and skills, and a limited number of looks and shoe styles. As you advance through Hold the Court or the City Circuit, you'll earn more creation points and more looks. You can add size and skills and change your player's look at any time.

Street Evolution

You can create a player as soon as you establish an ID, then change your player when you earn more creation points, looks and shoes.

Circuit Awards

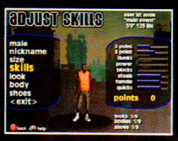
Regional victories will earn you new players or creation points. Street Challenge victories will hook you up with 100 creation points.

Court Awards

Big rewards, such as new player looks and shoes, will come your way when you meet objectives in Hold the Court Mode.

Big Baller

One way to go with player creation is to make a dominant post player who can dunk well and block incoming shots. Build a blocker with power, at a height of 6'10" or taller and a weight of 250 pounds or more.

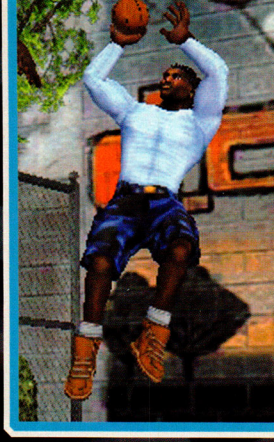


Quick and Slick

As an alternative to a big blocker, you could go small and create a 5'10", 160-pound player with good ball handling skills and dead-on aim from beyond the arc. The player should also have good short-distance shooting skills.

City Circuit

The City Circuit will take you through six regions and six street challenges. In each region, you'll take on players from three to six different NBA teams. After every victory, you'll be able to choose a new player to have join your squad. In the street challenges, you'll go up against ballers who have more exaggerated skills than the NBA players. Victories will net you new players, new courts and 100 player creation points.



Street Challenge 1: Biggs

After you plow through the three teams in the first region, you'll go up against the British bulldog, Biggs, and his teammates, Mastermind and Lights Out, in Boston's Beacon Hill neighborhood. At 6'9" and 255 pounds, Biggs is a dunking and blocking threat. Put a big body on him.

Practice Wizardry

After you take care of the Washington Wizards in Region 1, be sure to add #23 to your roster. You'll need a great all-around player and a good outside shooter to take on Biggs and his mates.

Beat Biggs

Biggs is big and powerful, but he has a low Handles rating. Try to steal from him while he's setting up a shot. Step back if he pushes in and get ready for a block attempt. If he runs into you, you'll end up on your back.

Turnover Time

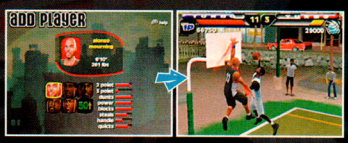
There's nothing more satisfying than a two-handed block or a possession-winning steal. Be aggressive and take advantage of the situation in transition by passing deep and powering toward the hoop.

Counterpunch

Biggs can knock you down with a charge, but you can knock him down, too. When you're facing him with the ball, hit a turbo button and move in as you pull off a crossover dribble. You'll knock him over and clear the lane.

Street Challenge 2: Bonafide

The road to Street Challenge 2 passes through a handful of teams in the South. You'll be able to pick up some very good players to help you beat Bonafide and his crew. Bonafide is a master of the long-distance shot, and his teammates are low-post powerhouses. Build a diverse three-player squad.



Power Punch

After you take on the Miami Heat, you'll be able to add Alonzo Mourning to your squad. The 6'10", 261-pound center is a powerhouse in the paint and not bad from midrange. Use him to pluck Bonafide's long-distance shots from the air.

T-Mac Is Trouble

Your victory against the Orlando Magic will give you the chance to put Tracy McGrady on your squad. T-Mac is a talented all-around player.

Be Strong

Bonafide will try to steal the ball from you on defense and try crossover fakeouts on offense. Choose players with good Handles ratings and lots of power.

Beat Bonafide

It's important to press Bonafide on defense. If you hang back, he'll do trick moves until the clock runs down then hit one from outside. Don't let him build up his boost meter and earn a Gamebreaker.

Street Challenge 3: DRAKE

The 6'2", 185-pound Drake, out of Detroit, is not the real Slim Shady, but he is a pure shooter. His shot stats are maxed out. Guard Drake with a good stealer and guard the hoop with a tough blocker, such as Tim Duncan. No matter how dead-on Drake's shots are, they won't go down if you swat them away.

Watch the Perimeter

Drake is deadly from beyond the arc. Pressure him with constant swipes and try to get him to toss the rock to one of his teammates in the paint. Then switch to your player in the low post and get ready for a block.

Hold On

It always pays to have at least one player with awesome ball handling skills, but it's especially important when you go up against a great guard, like Drake. Swat the ball away from Drake and grab it when it's loose.

Sweet Sixteen

By the time you get through Region 3, you'll probably have a full roster of 16 players. When you hook up with a player from that point on, you'll have to drop a different player from your squad. Start with the backups from your original team.

Power On

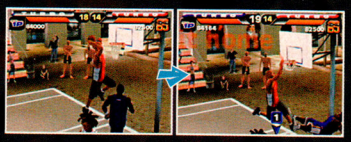
A point guard with power can hit Drake hard under the basket. Let your other players occupy Drake's teammates at the perimeter, then play Drake one-on-one in the paint.

Street Challenge 4: D.J.

After you blaze through four teams in the Northeast, you'll switch coasts and take on D.J. and his crew on a Venice Beach court. D.J. is a 6'7", 212-pound low-post specialist. He and his paint-sharing teammate, Game Time, are both monster dunkers. You'll want to cover the area around the rim with two big bodies of your own.

Think Big

While it rarely pays to put one-dimensional players on your team, you may benefit from the presence of at least one defensive powerhouse when you take on D.J. and his teammates. Fill out your squad with strong guys who can shoot.



It's Showtime

When you get the ball, don't hesitate to take it down the court in a hurry. D.J.'s team members are slow to set up a transition defense, and they may be caught off guard with a well-played fastbreak.

Look, No Hands

D.J. is not a supreme stealer or blocker. If you can narrow it down to a one-on-one match between a player with good Handles and the man on two turntables, you'll scratch him good.

Let Him Play

While D.J. is not the guy to push the ball up the court and play on the outside, he does have a good inside game. When he joins your team, give him a spin.

Street Challenge 5: TAKASHI

After you take care of a handful of teams from the Midwest, you'll return to California for a game against Takashi in Yakatomi Plaza, Los Angeles. The 7'8" Takashi is a one-dimensional player, but it is one very impressive dimension. Don't try to go over him. Try to fake him out instead and trick him with timing.

Fast and Furious

The best way to beat Takashi and his teammates is to score on them when the big guy is not under the rim. Put some pure shooters on your team and hit long-range shots in transition. Swish!

Rangeless Wonder

Takashi is just tall. He isn't a good shooter unless he's touching the rim. If you can cut off his inside game with a big guy of your own, you might be able to force him to throw bricks from midrange.

Body Block

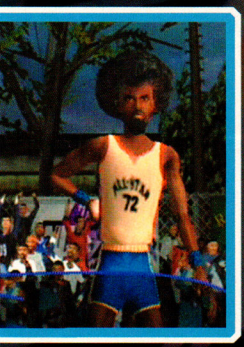
The big man is not wily, but he will try to get around you to the hole. Switch control to the player in-between Takashi and the basket and don't let him get close. If you stop him, he'll have to shoot or pass.

Obstacle Course

If you let Takashi get under the rim, he'll be a mighty big obstacle to get around. One way to catch him off guard is to pump-fake from midrange then shoot. Takashi will be on his way down while your shot sinks.

Take Takashi

Takashi is far from being The Answer, but he sure is tall. When you swing through the West Coast, try him out for size. He may be the only player who can keep Shaq from scoring on you at will.



Street Challenge 6: STRETCH

The leader of the last street challenge does it all. After you take on a field of six West Coast teams at Fort Point, San Francisco, you'll face the 6'11", 247-pound monster, Stretch and his crew of two. Stretch is big and powerful and has topped-out stats in most categories. His only weakness is speed. Try to beat him in transition.

MVP Trio

You'll need talent like the trio of Webber, Wallace and Garnett to take on Team Stretch. You might also have a created player who has scary stats. Suit up and start playing.

Shake It, Break It

Every moment on the court should be dedicated to building up your boost meter. If you've got a player who is reliable from downtown, you can add two to your score and take two away from Stretch when you hit a long Gamebreaker.

Secret Selection

After you beat Stretch, you'll be able either to add the man to your team or to select a player from the teams that you have not yet unlocked. If you play through the game again, you'll be able to add another character from the list to your squad.

Hold the Court

The more you advance through the City Circuit, the more courts you'll have to choose from in Hold the Court Mode. With the exception of the practice court, every court features a trick point challenge (total trick points in a single game) and a winning streak challenge. When you meet the challenges, you'll earn new looks for your created player and new shoes. The following strategies will help you reach your goals.

Charge and Go

Use a powerful player with good handling skills to punch through defenders at the arc and create a clear lane to the basket.

Crossover Craziness

When you're building up your boost meter for a Gamebreaker, pull off as many crossover moves as you can on the perimeter, but remember to let go of the ball before the shot clock runs out.

Break It Wide Open

A Gamebreaker by itself is worth 25,000 trick points. If you can combine it with another move, like a block or transition dunk, you'll earn so many points, they'll still be tallying on your next possession.

Alley-Oop Addition

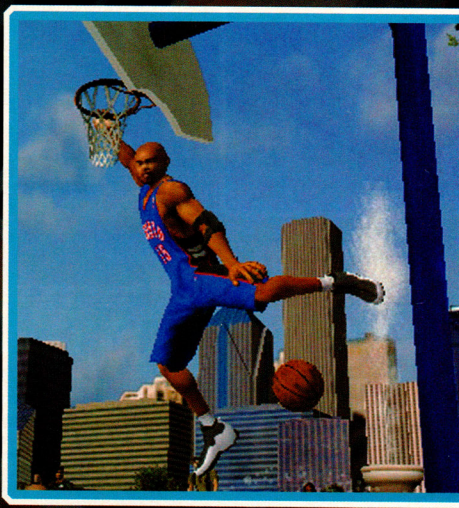
There's no way to predict when you'll have an alley-oop opportunity, but if you have the chance to block or steal before you pass and slam, the trick points will really add up.

Steal and Serve

The Dinner's Served dunk works well as a transitional play because of the absence of defenders in the paint. When you get a clean blocking grab or steal, pass up the court and try to combo the steal with a dinner dunk.

You Break It, They Buy It

If you pull off a dunk to win a game, you'll score a 25,000-trick-point Busted Rim bonus. Combine it with a Gamebreaker to really clean up. More trick points bring you more hookups when all is said and done.



Slammin' It Down

NBA Street delivers a combination of solid sports action and thrills. Play through the City Circuit repeatedly to unlock every player and keep accumulating trick points for hookups. For an added challenge, try advanced difficulty levels.

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PlayStation 2

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Nintendo Power Visits with CRASH BANDICOOT

Starring in the New GBA Hit Game:

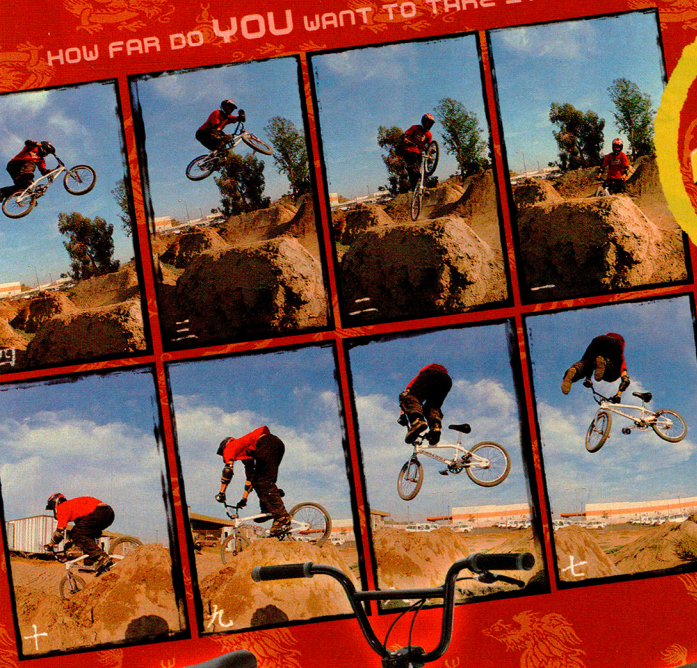
CRASH BANDICOOT
The HUGE Adventure

Universal Interactive is bringing its brash bandicoot to Game Boy Advance, and Nintendo Power has the inside scoop with an exclusive interview. Does Crash have what it takes to be a star on GBA? We think so. See if you agree.

Crash Spills the Beans

This month, we have the very real pleasure of introducing yet another world-class video game hero to a Nintendo console and millions of new fans. Crash Bandicoot's latest action-thriller is headed to Game Boy Advance this spring thanks to the efforts of Universal Interactive and Vicarious Visions. Crash brings a varied approach to gaming, mixing traditional side-scrolling action areas with stages featuring a 3-D perspective. Fortunately, the GBA is up to the daunting task of presenting the smorgasbord of action, and the result is a true feast of gaming goodness. We caught up with Crash during a brief stop in Hollywood for our exclusive Nintendo Power one-on-one interview. The fun-loving marsupial had plenty of opinions about supervillains and cool gadgets. Frankly, we were impressed that Crash could talk to us at all. It was just the first of many surprises in store for us.

HOW FAR DO YOU WANT TO TAKE IT?



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CLASSIFIED ○ INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

SUPER SMASH BROS. MELEE
UNLOCK CHARACTERS!—PAGE 54

We're making a character connection in this issue's CI. In addition to unlocking all of the fighters in Super Smash Bros. Melee, we're getting up close to the bosses in Wario Land 4 and Luigi's Mansion and meeting some new, festive versions of the Simpsons: Road Rage drivers.

CRAZY TAXI GCN
GOLDEN SUN GBA
LUIGI'S MANSION GCN
PIKMIN GCN
RAZOR FREESTYLE SCOOTER N64
THE SIMPSONS: ROAD RAGE GCN
SUPER SMASH BROS. MELEE GCN
TONY HAWK'S PRO SKATER 3 GCN
WARIO LAND 4 GBA

TONY HAWK'S PRO SKATER 3 — GCN

▼ SKATING WITH SHARKS

GRIND A HELICOPTER IN THE AIRPORT, GO OVERBOARD FROM THE SKATER'S ISLAND PIRATE SHIP AND SKATE A TECHNO ARENA IN TOKYO.

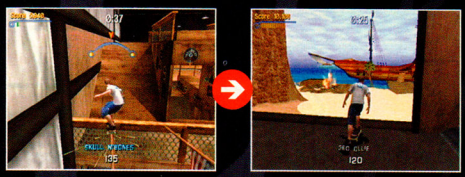
If you make the right moves, you can find new places to skate in the latest THPS skateboard thriller. In addition to the easily unlockable generator core in the Foundry, we've discovered three more hidden areas. Oh my dude!

THE AIRPORT

You'll discover where the escalators lead by taking a detour near the ticket counter. Veer right from the start and skate onto the baggage conveyor. You'll go through a curtain, into a narrow tunnel. When you reach the other end, you'll discover a helicopter on a pad. If you grind the helicopter's blade, it will begin to spin and the chopper will go airborne.

SKATER'S ISLAND

If you know where to grind, you can take the Skater's Island competition outside by opening a door to the beach. The key to unlocking the area is the Jolly Roger flag that flies over the Skull N' Bones gap. From the start, skate to the far end of the building and work your way around to the right side. You'll approach the gap as you ride near the wall, on top of the huge halfpipe. Ollie over the gap and grind the flag. When you return to the starting area, you'll find a huge opening that will lead you to the beach and a ship that is surrounded by sharks.

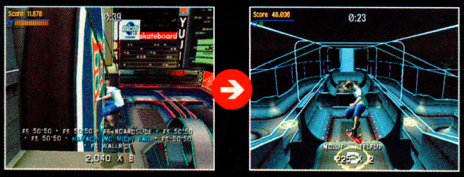


The Jolly Roger flies near Old Glory on Skater's Island. When you grind the pirate flag, you'll open a passage to the beach and a pirate ship.

OPEN AREAS

TOKYO

The crowded Tokyo competition course's huge high-tech arena is a great place to showcase your big air tricks. Build up some speed and fly up to the rail above the starting point. Grind around the area clockwise on rails and ledges and make your way to the cables holding the circular neon sign. The sign will come crashing down and create an opening.



Grind the cables holding the circular neon sign high above Tokyo. When the sign falls, you'll be able to skate into a huge open arena.

▼ STAT ATTACK

CODE

BULK UP YOUR STATS AFTER ONE RUN WITH A MAXED-OUT PASSCODE

The MARKEDCARDS passcode allows you to access the in-game cheat menu and, among other things, give your skate pro the benefit of having maximum stats. If you actually want to fill your skater's stat bars in a hurry, use MAXMEOUT as a passcode. After you complete a run, you'll have stat points to spare.

Enter MAXMEOUT as a passcode, then fly through a Career Mode run. You'll end with enough stat points to max out your skater's stat bars.

WARIO LAND 4 — GBA

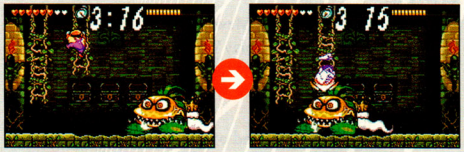
▼ PASSAGE BOSS BROUHAHA — STRATEGIES

TAKE DOWN FOUR BOSSES ON YOUR WAY TO THE GOLDEN PASSAGE.

Here's our guide for taking out the passage boss quartet. Make them vulnerable, then hit their weaknesses.

EMERALD PASSAGE—CRACTUS

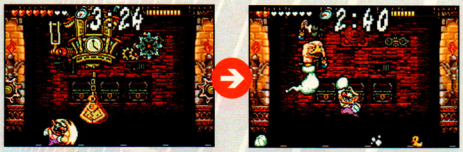
After you charge into and break Cractus's pot, the fight will begin. Climb up and drop onto the creeping vine's head.



Cractus's weak point is its head. Climb up and drop down. If you use ground-pounding smashes, you'll make short work of the plant.

RUBY PASSAGE—CUCKOO CONDOR

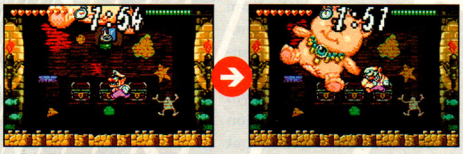
The Ruby Passage boss is more cuckoo than condor. Smash the the clock, then toss eggs at the bird.



Dash under the clock's claw and smash the mechanism when it glows red. Then catch the bird's eggs and toss them at the boss's head.

TOPAZ PASSAGE—AERODENT

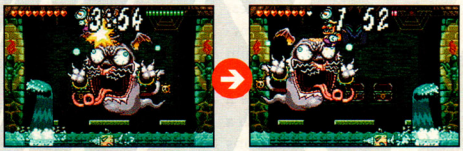
The Topaz Passage boss is protected by an inflatable bear. Toss enemies at the bear's belly to deflate it, then go after the boss.



After you deflate the bear by hitting it with dartlike enemies, ram-jump its foot to rotate it out of the way. Ram-jump the boss when it's exposed.

SAPPHIRE PASSAGE—CATBAT

Part cat and part bat, the Sapphire Passage boss is weak at the top of its noggin. Catch a wave, jump up and smash down.



Ram-jump from a wave to hit the bat on top of the cat's head. When the bat is gone, jump up and smash the cat from above.

GOLDEN SUN — GBA

▼ NAMING CONVENTION — CODES

GIVE PARTY MEMBERS AND THREE SECONDARY CHARACTERS NEW NAMES.

Add a personal touch to your Golden Sun adventure with a couple of codes that allow you to change the names of game characters. Before you input your new name for the main character (Isaac), press the Select Button three times. You'll hear the classic Game Boy chime. After you input your new name for Isaac, you'll be able to rename the remaining members of your party. If you want to rename the party members and three secondary characters (the adventurers formerly known as Felix, Jenna and Sheba), enter the following Control Pad/button combination on the character-naming screen: Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, Select. After the chime sounds, you'll be able to rename Isaac, the party, Jenna, her brother and the mysterious Sheba.

CODE	RESULT
SELECT, SELECT, SELECT	RENAME EVERYONE IN YOUR PARTY
UP, DOWN, UP, DOWN, LEFT, RIGHT, LEFT, RIGHT, UP, RIGHT, DOWN, LEFT, UP, SELECT	RENAME ALL PARTY MEMBERS AND THREE SECONDARY CHARACTERS

RAZOR FREESTYLE SCOOTER — N64

▼ FREESTYLE FREE-FOR-ALL — CODE

UNLOCK ALL SCOOTER SKATERS AND LEVELS WITH A SINGLE CODE.

CI fan Nick Benedetto contributed a code for the THPS-with-handlebars scooter jam that frees up all of the characters and every level, including the scary challenge levels. Start a single-player circuit game and press Start to pause the action. Then press the following Control Pad directions: Right, Down, Right, Left, Right, Up, Right, Right. End the run and go back to the selection screen to select any character or course.

Pause circuit play and press Right, Down, Right, Left, Right, Up, Right and Right again. When you end your run, all levels and characters will be open.

CODE CRETIN

WARIO LAND 4

▼ CHEAP THRILLS

The Code Cretin likes maximum results with minimal effort. That's why he collects all of his minigame cash in the Hall of Hieroglyphs. If you run through the hall repeatedly before you move on to the pyramid, you can take advantage of a reduced rate in the Minigame Shop.

BRING IT ON!

FIND OUT WHAT IT TAKES TO UNCOVER EVERY SECRET CHARACTER.

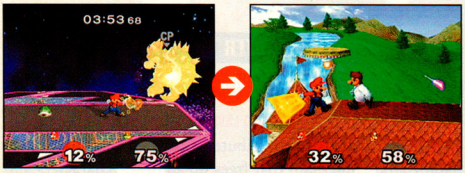
Unlockable items abound in the massive Super Smash Bros. update for Nintendo GameCube. Included in the fray are 11 hidden characters. When you unlock a hidden character, the fighter will first appear as a foe. If you win the showdown, the fighter will join your roster of available characters. There are two ways to make each fighter appear. Take a look at the following methods and start unlocking.

JIGGLYPUFF

After you complete the Classic or Adventure Mode once or play Vs. Mode 50 times, Jigglypuff will appear as a new foe. Defeat the puffy Pokémon to add it to your fighting roster.

DR. MARIO

The doctor will be in after you complete Classic or Adventure Mode with Mario, using no continues. If you prefer to play Vs. Mode 100 times, you can get him to appear that way, too.



Clear the Classic or Adventure Mode flawlessly with Mario, then face off with Dr. Mario to put him on your team.

PICHU

After you survive Event Match 37, Legendary Pokémon, Pichu will join your roster. The other way to get the Electric-type Pokémon on your team is to play Vs. Mode 200 times. Pichu is an agile, but frail, fighter.

FALCO

The 100-man Melee is one of the Stadium Mode selections. If you manage to clear away 100 fighters, high-flying Star Fox star Falco will join you. You can also call him out by playing Vs. Mode 300 times. Falco's strength is in his jumping ability and punch/kick combos.

MARTH

Fire Emblem fighter Marth will make an appearance after you use each of the original 14 characters at least once in 1-P Mode or Vs. Mode. The alternate method to make Marth show is to play Vs. Mode 400 times.

YOUNG LINK

The number of Vs. Mode matches that you must enter to unlock the younger version of Hylean hero Link is 500. If you prefer another method, you can unlock the fighter by clearing Adventure Mode with 10 different characters. Young Link has more speed, but less power, than his older self.

UNLOCK FIGHTERS

GANONDORF

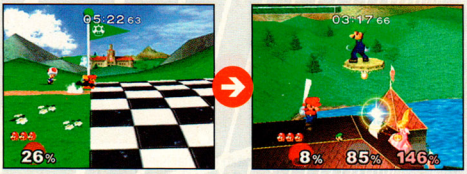
Ganondorf cut his teeth as a fighter in the Legend of Zelda series. That's why he shows up in Event Match 29, the Triforce Gathering. When you clear the match, or play Vs. Mode 600 times, Ganondorf will enlist as one of your fighters.

MEWTWO

Both methods of unlocking Mewtwo involve Vs. Mode. If you log 20 hours in Vs. Mode or play Vs. Mode 700 times, Mewtwo will hop onto the scene.

LUIGI

As you grab the flag at the end of the first stage of Adventure Mode, keep an eye on the timer. If the number of seconds on the timer ends with a 2, Luigi will replace Mario in the next battle. If you defeat him within 60 seconds, he'll challenge you to another battle after you finish Adventure Mode. When you win that fight, Luigi will join your side. Another way to get Luigi to appear is to play Vs. Mode 800 times.



Grab the first flag in Adventure Mode when the seconds counter of your time remaining shows a 2. After that, Luigi will enter the fray.

ROY

Prince Marth and sword-slinger Roy are both from Japanese RPG Fire Emblem. After you use Marth to complete Classic Mode without using a continue, Roy will appear. A Vs. Mode marathon of 900 matches will also put Roy into the fighting mix.

Roy's mastery of the sword will be useful in tough battles.

MR. GAME & WATCH

The shadowy fighter known as Mr. Game & Watch is likely the last hidden character that you will unlock. He will appear after you clear Classic Mode, Adventure Mode or the Target Test with each of the other characters. Another way to make him show is to play Vs. Mode 1,000 times. Mr. Game & Watch is a wacky, cartoonish fighter with a large assortment of weapons and items.

After much meleeing, Mr. Game & Watch will be a great reward.

▼ LOCATION, LOCATION, LOCATION

OPEN UP EVERY AREA AND UNCOVER A COLLECTION OF PLAY MODES.

You can take the fight to new places and play new ways when you unlock the game's hidden stages and play modes. Some stages pop up with little effort. Others don't show up until you have completed a long list of accomplishments. The following entries will lead you to every area and new mode.

BRINSTAR DEPTHS/FOURSIDE/BIG BLUE/POKé FLOATS

For every 50 rounds of Vs. Mode play that you complete, you will unlock of one of four random stages.

When you complete 50 Vs. Mode rounds, four arenas will open up. Play 200 times to unlock them all.

KINGDOM II

If you're lucky enough to win the Birdo trophy from the Trophy Lottery, you'll earn an alternate Mushroom Kingdom stage with strong similarities to the first Super Mario Bros.-inspired arena.

FLAT ZONE

The Superflat World Flat Zone is the 2-D realm of Mr. Game & Watch, and it is every bit as wacky as its chief resident. When you unlock Mr. Game & Watch, you'll also unlock the Flat Zone.

BATTLEFIELD

The stark Battlefield is a collection of metallic platforms against a starry background. After you unlock All-Star Mode then clear the mode with any character, the Battlefield will become a selectable stage.

FINAL DESTINATION

The ominous-sounding Final Destination is the Master Hand's domain and the setting for the last two Event Matches. After you clear all 51 Event Matches, the Final Destination will join the other Vs. Mode settings.

DREAM LAND

Kirby's Dream Land stage is a Super Smash Bros. classic. You'll add the stage to your list of available arenas after you clear the Stadium's Target Test with every character.

YOSHI'S ISLAND

Tilted platforms and a brilliantly colored background make Yoshi's Island a zany place to stage a fight. You can go there after you hit Sandbag 1,323 feet in the Home Run Contest.

UNLOCK STAGES AND PLAY MODES

KONGO JUNGLE

Dream Land, Yoshi's Island and Kongo Jungle are all past stages that you can unlock by accomplishing goals in Stadium Mode. After you survive the Stadium's 15-Minute Melee, the Kongo Jungle stage will be yours.

ALL-STAR MODE

After you unlock every fighter in the game, All-Star Mode will appear as a selection in the Regular Match category. All-Star Mode challenges you to survive 13 tough rounds with no characters in reserve. The lineup of opponents is randomly selected, with the exception of the 25 Mr. Game & Watches that you'll meet in the final round. In-between rounds, you'll be able to rest in a wooded area that contains three Heart Containers. After you use the containers, they'll be gone for good.

Use the rest area's Heart Containers when you really need them.

SCORE DISPLAY

Super Smash Bros. Melee keeps a running total of the number of KOs you have scored. After you accumulate 5,000 KOs, you'll be able to toggle on a score display that shows up whenever a KO occurs. The Score Display is listed as an Additional Rule under the Vs. Mode Custom Rules selection.

RANDOM STAGE

You'll activate the Random Stage selection after you open the Brinstar Depths, Fourside, Big Blue, Poké Floats, Kingdom II and Flat Zone stages. You can find the selection under the Additional Rules category in Vs. Mode's Custom Rules section. It allows you to make stages available or unavailable for random selection in Vs. Mode melees. Choose your favorites and a have a brawl.

Change the availability of stages as random selections.

SOUND TEST

Sound Tests are an old-school Classified Information standby. After you unlock every stage and character, the test will be available under the Data category in the Main Menu. It allows you to single out all of the sounds of the game, including the taunts and individual sounds of every fighter. As Peach says, "This is fun!"

Select the music and sounds of the game with the Sound Test.

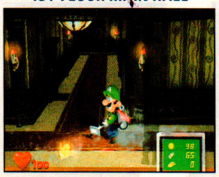
▼ RICH RODENTS

MICE LOCATIONS

CAPTURE GOLD MICE AND CLEAN UP ON CASH AND COINS.

The gold mice of Luigi's Mansion skitter through dark areas and disappear quickly. If you capture one, it will leave big treasure. Five of the mansion's 10 gold mice appear in specific locations about 25% of the time. The other mice hide inside pieces of cheese that you can find by using the Game Boy Horror. When you see the cheese in the GBH viewfinder, focus the center circle on the yellow wedge and press the A Button. The mouse will pop out and run away. Gold mice appear only in darkened locations, but they can run to rooms that are lit.

1ST FLOOR MAIN HALL



STUDY

2ND FLOOR MAIN HALL

FORTUNE-TELLER'S ROOM

KITCHEN

DINING ROOM

TEA ROOM

TEA ROOM

SEALED ROOM

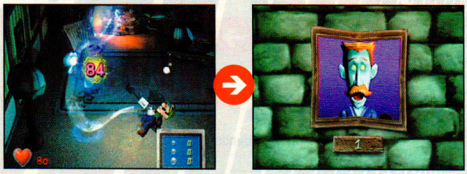
SAFARI ROOM

▼ POLTERGEIST PORTRAITS

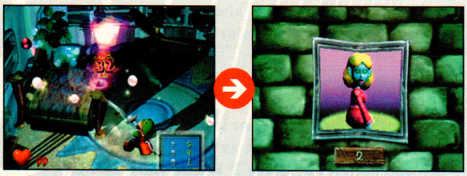
REWARDS

FIND OUT WHAT IT TAKES TO GET GOLD FRAMES IN THE GALLERY.

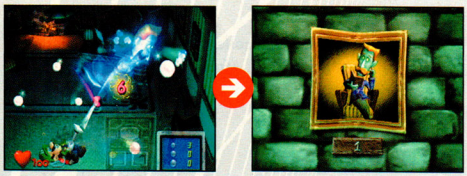
After you collect a gaggle of gallery ghosts and complete a mansion area, Professor E. Gadd will press the ghosts into paintings. Portrait poses range from complacent to defiant, and frames come in gold, silver and bronze. The key to pose poise and framing material in gallery ghosts is in the size of the pearls that you collect while capturing them. If you collect only small pearls during the battle, the ghost will show pride in its portrait and the painting will have a bronze frame. If the largest pearl that you collect is medium-sized, the resulting painting will have a silver frame. The collection of a large pearl results in a portrait of a well-behaved ghost with a gold frame.



If you extract 10 hit points from a ghost in a single pull, the ghost will drop a small pearl. Collect only small pearls to get a bronze frame.



You'll earn a medium-sized pearl if you hit a gallery ghost for 50 points in one pull. That guarantees at least a silver frame.



If you take away 90 of the ghost's 100 hit points in one pull, you'll get the largest pearl and the ghost's portrait will be surrounded by gold.

▼ HIDDEN HIGHLIGHTS

UNLOCKABLE FEATURE

DISCOVER THE SECRETS OF THE HIDDEN MANSION.

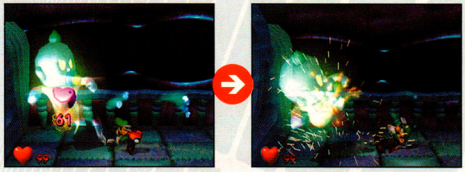
After you save Mario and start the adventure again in the same saved file, Professor E. Gadd will give you the option to enter the Hidden Mansion. The new feature does not take you to a different location, but it does make your Poltergust 3000 stronger and the ghosts more likely to escape your flashlight beam. In the Hidden Mansion, the vacuum has 1-1/2 times the power that it has in the standard mansion, while the ghosts remain stunned in the beam a fraction of the standard time. The ghosts are more difficult to grab hold of but easier to pull in once you have them.

ROCK-A-BYE CHAUNCEY

BOSS STRATEGIES

BRAWL WITH THE BAWLING BOSS OF AREA ONE, DAMAGE FREE.

In your battles with area bosses, the factor that determines the nature of a boss's gallery portrait is the amount of damage that you incur during the fight. If you lose only a few hits points while capturing a boss, you'll earn a perfect, gold-framed picture. When you take on Area One boss Chauncey, you'll be able to earn the best portrait if you display good footwork and some patience. Footwork comes into play when the wooden horses and the bouncing balls attack. When the balls bounce into the arena, stand back. Catch the last ball and send it flying in Chauncey's direction. When the ball hits Chauncey, grab ahold of the stunned tot with your vacuum and start pulling. The boss will drag you across the arena and, eventually, wriggle away from the vacuum's power. If you don't want to get hit by Chauncey, you'll have to practice some restraint and let go of the ghost before he spins and whacks you with his flailing arms. After Chauncey takes a bouncing lap around the crib, you'll encounter another wave of flying horses and errant balls. With perfect execution, you'll be able to capture Chauncey after three or four rounds.



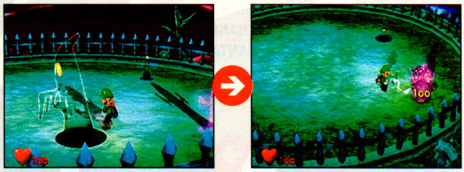
Once you stun and hook Chauncey, you should let go before the baby executes a spinning tantrum. If you don't release, you'll lose hit points.

BAG BOGMIRE

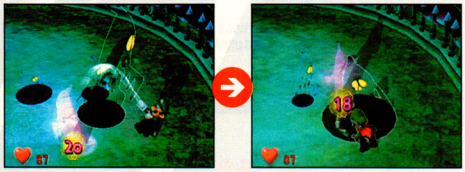
BOSS STRATEGIES

PUT A GOLD FRAME AROUND YOUR PICTURE OF THE AREA TWO BOSS.

Bogmire is the only ghost in the cemetery who doesn't have a shadow. The only way to stun the boss is to hit him with the shadow of another ghost. Point your vacuum toward the ground, suck up the shadow of a ghost, then release the balled-up shadow in Bogmire's direction. After the shadow hits Bogmire, hold onto the boss with the power of your vacuum. Bogmire will pull you across the arena. If you're about to hit another ghost, let go and give it another try. If you incur little or no damage during your battle with the boss, you'll earn a gold frame.



Capture the shadow of a stray spirit and let it float in Bogmire's direction. When the shadow hits the ghost, you'll be able to pull it in.



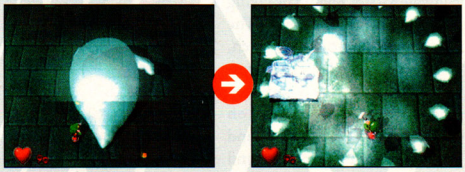
As Bogmire drags you across the arena, avoid contact with the other ghosts. If you're heading for a collision, let go.

BEAT BOOLOSSUS

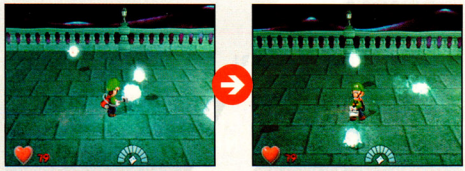
BOSS STRATEGIES

COLLECT THE AREA THREE BOSS AND SURROUND THE GHOST WITH GOLD.

It may seem like a big task to collect the 50 Boos that have escaped from the depths of the mansion, but you'll capture 15 of those ghosts when you take on Boolossus, the boss of Area Three. When Boolossus is in its large form, grab onto the tail of the ghost and pull it toward one of the Balcony's unicorn ice sculptures. When the big Boo is punctured by a unicorn horn, it will pop and transform into several smaller Boos. Grab an Ice Elemental from the air around one of the sculptures and spray the Boos with cold mist. They'll freeze up and start dropping like lead balloons. As you pull in the downed Boos with your vacuum, every captured ghost will fill up your ice meter. The most challenging phase of the boss encounter will start when only a few Boos remain. The last Boos are fast and aggressive, and they'll stay away from you if you surround yourself with a cloud of mist. Watch them carefully and hit them with mist when they charge. If you can't freeze a charging Boo, move out of its path quickly, or you'll get hit, lose points and reduce your chances for a gold frame. When the last Boo freezes and drops, pick it up with Poltergust suction and bask in the glory of a job well done—three bosses down, one very big boss to go.



Pull the huge ghost by the tail and pop it with the horn of one of the unicorn sculptures. It'll turn into a cloud of 15 freezable Boos.



Use the mist from Ice Elementals and captured Boos to freeze more Boos, then pull them in. The last few Boos will be tough. Be patient.

THE SIMPSONS: ROAD RAGE — GCN

▼ HOLIDAYS WITH THE SIMPSONS — SURPRISES

HAVE A HOLLY JOLLY DRIVE THROUGH SPRINGFIELD WITH HOLIDAY-INSPIRED VERSIONS OF FOUR CHARACTERS AND THEIR CARS.

There's a new reason to celebrate the holidays—special versions of Simpsons characters and their driving machines. To make the characters appear in their holiday cars, you can either wait for four different holidays to arrive or you can set your Nintendo GameCube calendar on specific dates then play the game. The special character will be available in the last slot of the Character Selection screen. Holidays and characters are listed below.

HOLIDAY	CHARACTER
NEW YEAR'S DAY (1/1/02)	FESTIVE KRUSTY
HALLOWEEN (10/31/02)	FRANKENSTEIN BART
THANKSGIVING (11/28/02)	THANKSGIVING DAY MARGE
CHRISTMAS (12/25/02)	SANTA CLAUS APU

Press and hold the A Button, then reset your Nintendo GameCube. Change the date to one of four holidays and play the game.

CRAZY TAXI — GCN

▼ WACKY RIDE — CODES

HIT THE HILLS PEDALING WITH A TAXI-ALTERNATIVE AND ENGAGE IN EXPERT MODE WITH A CARLOAD OF CRAZY CODES.

Not to be outdone by the Simpsons, the original cab-sim has its own alternative transportation. On the Character Selection screen, press the L and R Buttons simultaneously three times, then press the A Button to start playing. The character whom you selected will have a bicycle with a taxi trailer. Another change that you can make is to remove the arrow and destination marker. As the character selection screen is loading, press and hold L, R and Start. The word "Expert" will appear in the lower-left corner of the screen and your navigational tools will be gone.

CODE	RESULT
ON THE CHARACTER SELECTION SCREEN, PRESS L+R THREE TIMES.	YOUR CHARACTER DRIVES A BICYCLE TAXI
AS THE CHARACTER SELECTION SCREEN LOADS, PRESS AND HOLD L, R AND START.	EXPERT MODE
AS THE CHARACTER SELECTION SCREEN LOADS, PRESS AND HOLD R AND START.	NO ARROW INDICATOR
AS THE CHARACTER SELECTION SCREEN LOADS, PRESS AND HOLD L AND START.	NO DESTINATION MARKERS

SEND YOUR CODES TO CLASSIFIED@NINTENDO.COM

OR MAIL THEM TO: NINTENDO POWER CLASSIFIED INFORMATION P.O. BOX 97033 REDMOND, WA 98073-9733

PIKMIN — GCN

▼ FLOWER ARRANGEMENT — STRATEGIES

CULTIVATE A CREW OF FLOWER PIKMIN FROM DAY ONE AND USE THEIR SUPERIOR SPEED AND POWER TO COLLECT ROCKET PARTS.

You can get a strong start on the first day of your adventure if you allow your Pikmin to flower before you pluck them from the ground. The first day is the only day that is not limited by time. After you discover the red onion, a Pikmin seed will drop into the ground. Let the seed sprout, bud then flower before you harvest the plant-like creature. As you encourage the onion to produce more Pikmin seeds, let the new Pikmin grow in the ground for several minutes. If you practice patience, you can finish the first day with more than 20 flower Pikmin. Another way that you can let your Pikmin flower, in spite of the time limit, is to let them grow overnight. If you know that you will be returning to the same place on the next day, you can leave Pikmin sprouts in the ground when you take off at the end of the day. When you return, the sprouts will still be in the ground and they will not lose a step in the growing process.

Day 1 has no time limit. When the red onion produces Pikmin seeds, you can wait for them to sprout, bud then flower before you pull them up.

▼ CARRY ON — STRATEGY

IF YOU'RE LOW ON ENERGY, LET THE PIKMIN TAKE YOU TO SAFETY.

Captain Olimar's space suit loses energy when he comes into direct physical contact with some of the planet's more dangerous creatures. You can replenish the captain's energy at his ship. If he is far from his ship, press Down on the Control Pad. The captain will lie down and go into an invulnerable state. If there are four or more Pikmin in the vicinity, they'll pick up the captain and take him to the destination.

Press Down on the Control Pad to let the Pikmin carry you home.

▼ BIG IMPACT — STRATEGY

RETURN TO THE IMPACT SITE TO REPLENISH YOUR PIKMIN SUPPLY.

Once you have blue Pikmin on your side, you can pick up the Positron Generator from a shell at the Impact Site. You can also cultivate a lot of Pikmin by taking pearls back to the ship. The pearls, worth 50 seeds each, regenerate every day. Large creatures appear on Day 8 and later. The mamuta that appears on even-numbered days will pound your Pikmin into the ground and make them flower.

The mamuta doesn't harm Pikmin, but it can squash Captain Olimar.

JEREMY McGRATH supercross world

J. MCGRATH // BORN 11.19.71 // PRO SINCE 1989
RECORD HOLDER: MOST SUPERCROSS WINS EVER
10-TIME AMA SUPERCROSS WORLD CHAMPION

TRACK LEVEL — LEV 03 INDOOR + LEV 08 OUTDOOR + LEV 12 BAJA + LEV 22 FREESTYLE + LEV 25 STUNT

the only game featuring 10x world champion Jeremy McGrath and freestyle phenom Travis Pastrana

25 super-sized tracks: exclusive Baja racing, indoor supercross, freestyle and outdoor motocross venues

freestyle mode featuring 24 tricks: nac-nacs, supermans, fender grabs, 360s and barrel rolls

innovative "stunt advantage system" and head-to-head split-screen mode

THERE ARE MANY RIDERS.
BUT THERE IS ONLY ONE KING.

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PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB
Mild Lyrics
Mild Language
Mild Violence

PlayStation.2

NINTENDO GAMECUBE

Acclaim MAX SPORTS
acclaimmaxsports.com

PAC-MAN WORLD 2

Pac Is Back!

Namco's Pac-Man World 2 for the Nintendo GameCube brings traditional Pac-Man game play elements into a 3-D world. Pac-Man World 2 also pays homage to the classic Pac-Man games with cool mazes reminiscent of the original Pac-Man, plus a sweet arcade where you can drop tokens for the chance to play the first Pac-Man and other great games!

™ and © 1980, 1999, 2002 Namco Ltd.

Game Pac

Pac-Man has a big job to do—he's got to beat the big, bad bosses that guard the Golden Fruit, and then he has to tame the scary creature the Ghost Gang has unleashed. Along the way, he'll encounter clever puzzles, crazy action, maze madness as well as dizzying 3-D adventure.

The red Pac-Dots send Pac-Man twirling through the air and usually place him in an otherwise unreachable spot.

The round mound hits the ground—and his enemies—by bouncing. Only the smallest enemies can be smooshed by Pac-Man.

Ghostly!

The Ghost Gang, a quartet of pesky apparitions, has been plaguing Pac-Man his entire career. This time around, they've stolen some Golden Fruit and accidentally released a very powerful creature into Pac-Land.

Stealing Golden Fruit is plain wrong!

Pac-Man takes damage whenever he hits a ghost—unless he's eaten a Power Pellet.

The Main Man

Pac-Man has been a video game superstar for over 20 years. The round yellow fellow has appeared in games for every Nintendo game system except for Virtual Boy, and he'll be appearing on the Nintendo GameCube very soon. Pac-Man hasn't let his jump into the 3-D world go to his head—he still chomps dots, chases ghosts and wanders around mazes just like he did in the old, 2-D days!

Pac-Man still finds himself trapped in some dotty mazes on occasion.

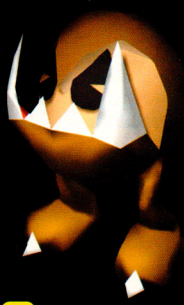
Ghosts don't stand a chance when Pac-Man eats a Power Pellet.

Pac Attacked!

All sorts of tough creatures stand in Pac-Man's path. Naturally, there are many ghosts floating through Pac-Land, but they aren't the only things that Pac-Man needs to watch out for. Bears, fish, insects and other nasties are ready to attack Pac, too.

Spooky is the biggest bad of them all in the game. He's enlisted the Ghost Gang's help in keeping the Golden Fruit safe.

Even inanimate objects like a giant snowball seem out to get Pac-Man.



Hints are provided for the first two boss battles. After that, you're on your own.

Pac in Time

You can collect many things while on your quest to save Pac-Land—apples, oranges, Galaxian—but only one item will give you the ability to access the past, and that's the tokens. Tokens with the Namco logo are scattered around the levels. If you find enough, you'll be playing games from Pac-Man's past, such as the original Pac-Man and Pac-Attack.

Tokens can be anywhere. Collect as many as you can to play in the arcade.

The items you used to pick up in the original Pac-Man game are all over Pac-Land, including the yummy fruit Pac-Man loves to gobble for big points.

Pac Mania

The arcade is located in Pac-Village. Sue, the lovely caretaker with the familiar name, will tell you how many tokens you must collect to play each game. You'll be playing the original Pac-Man in no time!

The arcade is filled with excellent blasts from the past. You'll pay dearly for the privilege of playing Ms. Pac-Man.

Arcade manager Sue knows all about the arcade. Talk to her to learn more.

The jukebox plays the hits from Pac-Man's many games.

Pac in the Day

Pac-Man World 2 has four old-school Pac-Man games: Pac-Man, Pac-Mania, Ms. Pac-Man and Pac-Attack. The tokens you earn are cumulative. If you unlock one game, the tokens used for it don't go away. You can also play mazes from Pac-Man World 2 and Pac-Man music.

Pac-Man first landed in arcades in 1980. Pac-Man sure has changed over the years!

Pac-Man Fever

Five worlds of Pac-Man action await you in Pac-Man World 2 for the Nintendo GameCube. The quest for the Golden Fruit will not be easy, but you'll have to track it down if you want to be leader of the pac. Catch Pac-Man World 2 this spring!

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Be a streetball legend.
EA SPORTS BIG

ACCLAIM DELIVERS A DIESEL-POWERED DRIVING GAME THAT'LL KEEP YOU TRUCKIN' WITH A 450-HORSEPOWER ENGINE, A 300-TON LOAD AND A ONE-ARM TAN.

EIGHTEEN 18 WHEELER™

AMERICAN PRO TRUCKER

EVERYONE
E
CONTENT RATED BY ESRB
Violence

THE TRUCK STOPS HERE

Acclaim's got a great big convoy, and the fleet of semis is trucking from Sega's arcade game onto GCN. Not your usual driving game, the mammoth ride is about hauling, but not in the sense of going fast. Instead, 18-Wheeler: American Pro Trucker is about hauling huge payloads for huge payoffs.

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ARCADE MODE

You can drive in four different modes. Like the coin-op version of the game, Arcade Mode sends you on a coast-to-coast race against a rival trucker.

PARKING MODE

Before time runs out, maneuver your truck down narrow streets and into one of 30 tight parking spots. Where's a valet when you need one?

SCORE ATTACK

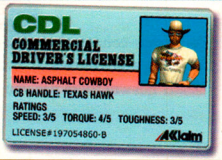
Ram into Bonus Vans cruising the course to score points. Race against time in four different three-lap runs to drive away with the high score.

VERSUS MODE

Though the Arcade and Parking Modes are for solo truckers only, Versus Mode lets two drivers hit the road in a multiplayer version of Score Attack.

CDL CERTIFICATION

Driving a truck isn't like racing a fancy car or crazy taxi, so before you roll on out and put the hammer down, you've got to learn the big rig basics. Manual shifting, reducing drag and making wide turns are all part of being a trucker, and the following tips will keep you on the road for the long haul.



You're getting paid to deliver your cargo in one piece, so avoid hitting obstacles or getting sideswiped. Crashes and collisions will slow you down, and they'll also deduct dollars from your cash jackpot.

Press A to shift into low or high gear. Use low gear for power or to accelerate. Boogie into high gear once the three yellow lights on the gear meter have lit up and you're revving around 18 RPMs.

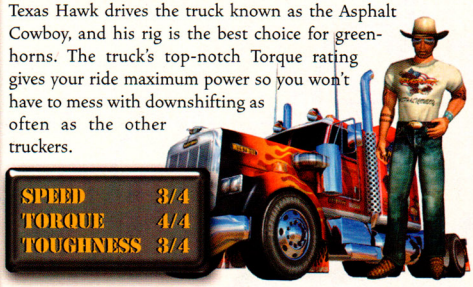
Drive directly behind another truck to ride its slipstream, which will give your truck a speed boost. Only large trucks can produce slipstreams that are powerful enough to affect your truck's speed.

For Parking Challenges, always play in low gear and pull wide to negotiate tight turns. Low gear will give you the power you need for city driving, and turning wide will enable your trailer to slip around the bend.

DRIVERS & RIGS

ASPHALT COWBOY

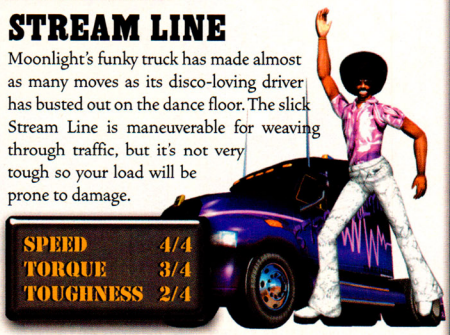
Texas Hawk drives the truck known as the Asphalt Cowboy, and his rig is the best choice for greenhorns. The truck's top-notch Torque rating gives your ride maximum power so you won't have to mess with downshifting as often as the other truckers.



SPEED	3/4
TORQUE	4/4
TOUGHNESS	3/4

STREAM LINE

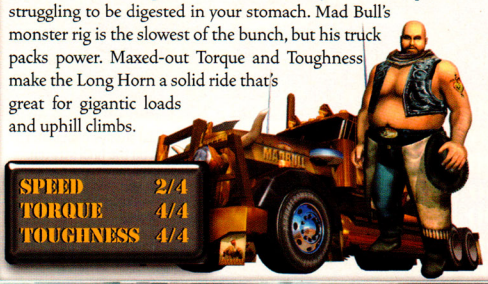
Moonlight's funky truck has made almost as many moves as its disco-loving driver has busted out on the dance floor. The slick Stream Line is maneuverable for weaving through traffic, but it's not very tough so your load will be prone to damage.



SPEED	4/4
TORQUE	3/4
TOUGHNESS	2/4

LONG HORN

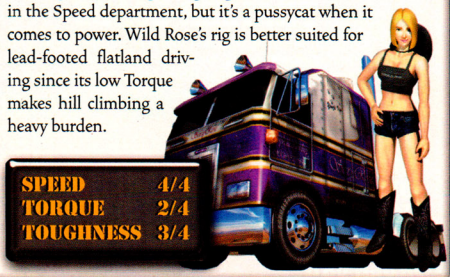
If you drive the Long Horn, it'll feel as heavy as truck stop food struggling to be digested in your stomach. Mad Bull's monster rig is the slowest of the bunch, but his truck packs power. Maxed-out Torque and Toughness make the Long Horn a solid ride that's great for gigantic loads and uphill climbs.



SPEED	2/4
TORQUE	4/4
TOUGHNESS	4/4

HIGHWAY CAT

The Highway Cat's purring engine is like a cheetah in the Speed department, but it's a pussycat when it comes to power. Wild Rose's rig is better suited for lead-footed flatland driving since its low Torque makes hill climbing a heavy burden.



SPEED	4/4
TORQUE	2/4
TOUGHNESS	3/4

ARCADE MODE

Your cross-country Arcade journey will send you trucking along four different courses. A rival trucker who goes by the handle Lizard Tail will try to run you off the road. Steer clear of the reckless driver and take out your road rage on the Bonus Vans. Ram them to tack three extra seconds onto your time limit. You'll lose if you fail to reach a checkpoint within the allotted time.

1

The first leg of Arcade Mode starts in New York. Lizard Tail will blaze past you shortly after you merge onto the Big Apple highway. Follow your rival to ride his slipstream.

2

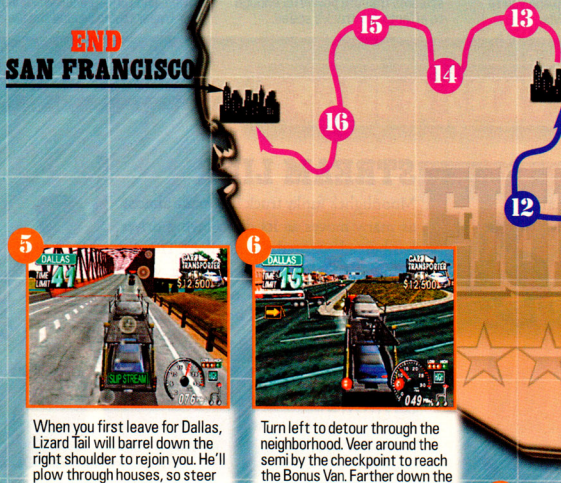
At the first fork in the road near Denny's (a white sign will appear at the top of the screen to warn you), stay on the main road. Farther down the street you'll catch up to a Bonus Van.

3

A Bonus Van cruises along the beach road. Drive into it to extend your time. To swerve quickly around the sandy stretch's snaking bends, quickly tap L while turning.

4

On the final stretch, you'll be driving alongside Lizard Tail. If he passes you, use his slipstream to gain speed, then overtake him. If he's bringing up the rear, cut him off so you finish ahead of him.



5

When you first leave for Dallas, Lizard Tail will barrel down the right shoulder to rejoin you. He'll plow through houses, so steer clear of flying debris. Ride his slipstream once he passes.

6

Turn left to detour through the neighborhood. Veer around the semi by the checkpoint to reach the Bonus Van. Farther down the road, you'll find another van parked by the houses on the left.

7

Be ready to zig and zag when you see the twister. The tornado will whisk away trucks and cars and toss the vehicles in your path, so you'll have to steer clear of the windblown wreckage.

8

Lizard Tail always manages to find you on the final stretch. Block your rival so he can't slip ahead of you, and smash the Bonus Van to jack up your finishing score.

TRAILER LOADS

For the first leg of the race, you must tow the Fuel Tanker. After that, you'll have your choice of cargo, which is color-coded below to match the leg of the race where it's available. Heavy loads are worth more money.

FUEL TANKER	$12,000
CAR TRANSPORTER	$12,500
LOG TRAILER	$16,000
CONTAINER	$14,500
BIG RIG	$18,000
DUMP TRAILER	$17,000
CABLE CAR	$22,000

PARKING CHALLENGE

Whenever you beat Lizard Tail to the finish line, you'll win the chance to play a Bonus Parking Challenge. Carefully maneuver your truck into the green parking spot without hitting anything. Come to a complete stop in the parking spot to win a horn, muffler or other power-up that will spruce up your rig's performance.

13

When you start heading for San Francisco, stay on the right side of the road. Lizard Tail will overtake you from the left lane. Let him pass and beware of the crates he unloads on tailgaters.

14

At the fork, go straight and crash through the barricades blocking the overpass. Return to ground level by swerving into the Bonus Van and smashing through the guardrail behind it.

15

Just beyond the tunnel, make a sharp right to round the corner, then cruise up the city street. If your rig lacks power, hit A to shift into low gear so you can cruise up the urban slope.

16

The finish line is on the Golden Gate Bridge. Seek out slipstreams for extra gusto and keep an eye out for Bonus Vans driving with and against the flow of traffic.

9

Start the third leg of the race by picking up speed in the right lane. The truck in front of you will provide a slipstream, and you can ride Lizard Tail's coattails once he charges onto the scene.

10

If your rig has good Torque, hang a right through the barricades at the first fork for an uphill detour. Swerve around the rolling boulders and shift into low gear to conquer the steep grade.

11

After clearing the checkpoint, brake and make a hard right. If you crash through the guardrail, you can hit the Bonus Van by the buildings below, but you'll save more time by staying on the road.

12

You can find at least two Bonus Vans on the homestretch. One van will be headed for the finish line while another will be approaching with oncoming traffic in the opposite lane.

PARKING MODE

FACTORY I

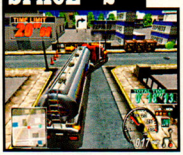
ASPHALT COWBOY

Each Parking Challenge features five parking spots. You have a limited time to maneuver your rig into the tight spots, and you'll be hit with a time penalty if you bump an obstacle. Try using the recommended truck pictured to the right.

SPACE #1

The first parking spot is basic. Drive straight ahead, then stop inside the green box. You must park with most of your cab and trailer in the box for it to count.

SPACE #2



Follow the trail of floating green balls to reach each parking space. The second space is around the corner from the first space. Pull wide to round the bend.

SPACE #3

Use the map in the lower-left corner of the screen to check your destination. Follow the road around two right turns to reach the third parking space.

SPACE #4

The green balls lead to the parking spaces, but they don't always mark the best path. Cut the corner at the left turn so you can line yourself up with the space.

SPACE #5

Start by pulling as far right as possible to clear the first bend with a wide turn. At the second turn, veer right then pull out wide to the left so you can clear the corner.

TOWN

HIGHWAY CAT

The Town stage features narrow streets and tight turns. Since the Highway Cat boasts a short cab, you'll be able to clear corners without scraping your front bumper. Even so, the challenge is full of tight squeezes, so steer slowly and surely.

SPACE #1

Gradually veer to the right then hang a gentle left to pull into the gas station parking space. If you overshoot, you'll have a little time to jockey into position.

SPACE #2

After pulling out of the gas station, pull wide around the first corner then swerve into the right lane to dodge the boxes. Pull into the spot as straight as possible.

SPACE #3

If you parked straight in the second space, you'll have an easier time backing into the third spot. It's directly behind you, so hit B to reverse and Y to get a better view.

SPACE #4

Pull straight out of the third spot so your trailer can clear the surrounding crates, then hang a left. Veer to the right of the truck to park next to the gas station.

SPACE #5

Hightail it out of the gas station and turn right at the end of the street to reach the final parking space. Pull out far to make a wide turn so you can clear the crates.

BUILDING

ASPHALT COWBOY

The Asphalt Cowboy is a well-rounded rig, so it's a good choice for most of the Parking Challenges. The big red ride is especially handy in the Building stage since the level features unforgiving turns and tiny thoroughfares.

SPACE #1

Ignore the green balls and drive in the left lane when you start. Hang a right when you pass the last green barrel so you'll have a head-on approach for the first space.

SPACE #2

At the top of the hill, cut the corner by turning left in front of the final light post. By turning early, you'll be in a better position to pull into the space around the bend.

SPACE #3

You can follow the green dots like the truck shown above, but if you're driving a rig that's not very slinky, cut the corner. Turn inside the green ball trail to park.

SPACE #4

Back out the same way you entered the parking spot. Get a jump on things by shifting before "Go!" appears. Once you're out, slither forward to park.

SPACE #5

Pull out of the fourth spot in reverse, then make the long trip to the last space. When you turn right, beware of the light posts. If necessary, switch lanes to dodge them.

MOUNTAIN

STREAM LINE

NP The Mountain's one-lane cliffside roadway is tough to navigate, but the maneuverable Stream Line can handle the turns. The truck is also fast, which enables you to make up the lost time you'll need to reach the faraway fifth parking space.

SPACE #1

After you pass the last telephone pole, drive a little bit past it while staying on the main road. Hang a left to make a wide turn into the first parking space.

SPACE #2

Pull straight ahead to leave the first parking spot, then turn right to park behind the building. If you didn't turn too early, you'll have plenty of room to position your rig.

SPACE #3

Swerve around the building and pass the nearby crates from the left. Drive up the mountain pass and avoid scraping the cliff. At the summit, turn left to park.

SPACE #4

Back into the parking space. If your reverse driving skills are lacking, you have ample time to back out and pull forward into the parking spot, but it'll take some finesse.

SPACE #5

You have three camera angles to choose from when driving in reverse. Hit Y for the best view when backing out of the fourth space, then race down the mountain.

BONUS STAGES

TRUCK STOP

ASPHALT COWBOY

If you clear the first four Parking Challenges, you'll unlock the fifth stage. The bonus Truck Stop level requires you to drive in reverse, so brush up on your back-in driving techniques.

SPACE #1

When you reach the parking lot, make a wide right turn to line yourself up with the parking space. Brake early so you come to a complete stop inside the green barrier.

SPACE #2

After pulling forward and turning left out of the first space, use the same technique you used to squeeze into the first parking spot in the Town stage.

SPACE #3

Leave the gas station, then make two lefts. At the third left, turn so your cab brushes the green ball, then hang a right so your cab brushes the ball by the parking stall.

SPACE #4

Back out of the third parking spot and into the fourth one. Swerve from side to side to get a good approach. You can pull in forward, but you'll have barely enough time.

SPACE #5

Drive around the back of the parking lot to cruise to the final parking space. It's fairly far away, so don't waste precious seconds by crashing into obstacles carelessly.

FACTORY II

LONG HORN

Once you've completed the Truck Stop stage, a sixth and final Parking Challenge will become available. Hop into the Long Horn for the final level, since the tough rig has the slow but sure steering that'll help you navigate the cramped roadways.

SPACE #1

Swerve partially into the left lane as soon as you pass the first Texaco truck, then turn right to round the corner. Park in the space at a slight angle.

SPACE #2

If you parked at an angle with your rear pointing away from the wall, you'll have an easier time backing out. Shift into reverse before the clock starts ticking.

SPACE #3

You're better off if you back into the space behind you. If it's too hard, back out of the second space and pull forward into the new spot. Park as straight as possible.

SPACE #4

If you backed into the third space, you'll have more time to reverse into the fourth space. Carefully steer around the parked trucks when backing up.

SPACE #5

Compared to the fourth parking job, the final test is a breeze. Hang a right after pulling out of the space, then turn left into your truck's final resting place.

SCORE ATTACK MODE

If you're looking for crash-'em-up action, get a load of Score Attack Mode. The three-lap competition features four unique courses for you to conquer. Bonus Vans patrol the areas, and the goal is to hit as many of the vehicles as possible so you can soup up your score.

Lizard Tail is on the prowl, and he's seeking out Bonus Vans that cruise along the Oval's simple setup. If your rival rams a van, he'll render it worthless, so try to reach the bonus vehicles before he can smash them.

On every course, you should ram only the Bonus Vans. Hitting normal vehicles or obstacles will take money away from your total. You'll encounter plenty of oncoming traffic on the Seaside I course, so steer carefully.

You can ram the same van up to five times in a row to squeeze points out of it. The point value increases with every subsequent hit (up to $800). In Old Town, pin a van in one of the narrow streets, but avoid ramming the shoulder.

Score Attack's Seaside II course is a variation of the streets of San Francisco from Arcade Mode's final race. The area has plenty of hills, so downshift if a collision has caused your rig to lose speed.

VERSUS MODE

Two players can compete for high scores in Versus Mode's head-to-head version of Score Attack. When you play the multiplayer mode, you must view the action from first-person perspective.

Before competing, both players must choose a trailer to tow. Heavier trailers will start you off with more points, so go for a big load if your rig has good Torque. If the load slows you down, cut off your rival to keep the lead.

Your rival can't win points from vans you've wrecked so smash as many of the bonus vehicles as possible. You'll also win points for finishing a lap before your rival does, so maintain your speed.

BONUS TRUCK

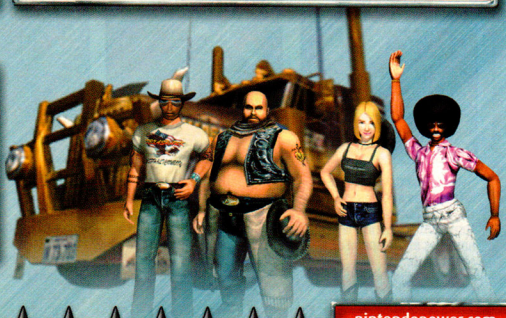
If you finish Arcade Mode with all four of the regular trucks, you'll unlock the fifth truck, the Nippon Maru. The Japanese rig sports a rating of three in Speed, Torque and Toughness.

When you unlock the glitzy Nippon Maru, you'll also unlock two of its customized trailers. In Arcade Mode, the Nippon Maru can tow only the two new trailers. In other modes, you can mix and match all rigs and trailers.

The Nippon Maru truck is a reliable and well-balanced ride, but its steering is poor. Make your turns early and apply the brakes, because the bonus big rig tends to pull wide when it rounds a bend.

10-4, GOOD BUDDY

If you liked the arcade version, 18-Wheeler: American Pro Trucker is the rugged ride for you. It might not offer enough to satisfy a racing fan's need for speed since the 30 Parking Challenges outweigh the limited racetracks like a Mack truck. You'll have fun, though, if you're looking for a precision driving game that's loaded with steering skill tests and trucking trickery.



No parachute, no seat belt, no roll cage, no problem.

Casual pick-up-and-play gamers and the more fanatical will go bananas over *Super Monkey Ball*'s hilarious 4-player party modes like Monkey Race and Monkey Fight. Polish your simian skills in deep mini-games like billiards, bowling and golf. Wildly fun. Endlessly challenging. Totally addictive. *Super Monkey Ball* brings out the party animal in all of us.

SUPER MONKEY BALL™

LET'S ROLL.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

NINTENDO GAMECUBE™

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Disney's

DONALD DUCK

"Goin' Quackers"

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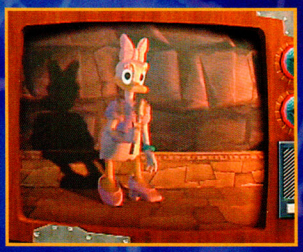
Get reacquainted with your favorite Disney characters as NP takes a sneak peek at Ubi Soft's updated N64 classic.

Donald, Daisy, Gyro Gearloose and the whole gang make their Nintendo GameCube debut in Disney's Donald Duck: Goin' Quackers. Players must guide Donald through 20 different stages in four areas before confronting the epitome of evil, Merlock the magician. So strap on a blue sailor hat and check out our exclusive preview.

A Tale of Two Ducks

As the story opens, intrepid television news anchor Daisy Duck has infiltrated the hideout of mighty Merlock, evildoer and all-around nasty fellow. Before Daisy can blow the whistle on the mad magician's schemes, she is spotted and taken prisoner by Merlock himself. It's up to Donald to collect pieces of Gyro Gearloose's transportation machine, reassemble them inside Merlock's hideout and whisk Daisy off to safety—all while avoiding the not-so-helpful help of his cousin, Gladstone Gander. The road to Daisy is perilous, however, and Donald will battle mad construction workers, haunted pumpkins and giant, floating hands before all is said and done.

The cinema scenes look and sound as real as any Disney cartoon and tell the main story in an entertaining and humorous fashion.



The life of a television reporter is never easy—especially when you're surrounded by boiling lava and evil wizards. Dan Rather never had it so rough.

Gyro's inventions may look a little odd, but they usually start working just in the nick of time. Usually.

The Gang's All Here

While players control only Donald Duck, plenty of other well-known characters make an appearance in Goin' Quackers. Donald's nephews, Huey, Dewey and Louie are always on hand to encourage their uncle, while the nutty inventor Gyro Gearloose offers his transportation machines so Donald can jump from one world to the next. Even a couple of famous villains get in on the act—Magica De Spell and the Beagle Bros. are just a couple of the baddies you'll encounter.

DONALD

Donald's famous temper is in full force once Daisy is snatched. Whether or not he can keep it in check long enough to save her depends on the player's skill.

DAISY

As a reporter, Daisy's nose for news continually outshines the competition. Her love for Donald is outdone only by her dedication to the scoop.

GLADSTONE

Gladstone is an adopted cousin of Donald who also has his eye on the beautiful Daisy. Unfortunately, his bumbling attempts at a rescue cause more harm than good.

MERLOCK

Merlock just wants what any villain wants—to destroy all that is good and pure and rule the world forever.

Finding Your Way

There are four stages in the game: the Forest, Duckburg, Magica's Mansion and Merlock's Lair. Each stage is composed of four to five levels—three to four action-themed platform levels with an emphasis on jumping and item collecting and one boss battle. Initially, Donald can access the Forest only, but once he defeats the boss he'll be able to move on to another area. There's plenty to see and do in each level, including finding hidden shortcuts, collecting various items and defeating a wide array of crazy and cantankerous enemies.

THE FOREST

The Forest is a great place to learn the ropes, as it's filled with fairly mild-mannered baddies and reasonable obstacles. Large piles of wood sometimes hide a shortcut.

They might ride ATVs and wear coonskin caps, but the forest enemies are all business when it comes to stopping Donald.

DUCKBURG

Jackhammer-happy construction workers and leftover mattresses are only some of the sights you'll see in Donald's home town of Duckburg. Large gaps in the sidewalk and fast-moving elevators will keep gamers on their toes.

A giant hand will chase Donald through one level in each area. It can't be defeated, so your only hope is to outrun it.

MAGICA'S MANSION

Magica's haunted mansion is no fun-house ride. Many seemingly solid platforms are actually ghostly shades that disappear at the slightest touch. Even the floating grand pianos are not to be trusted.

Some tricky villains inhabit the mansion, including knights in tarnished armor and giant, undead ducks—so much for the home's resale value.

MERLOCK'S LAIR

Merlock's Egyptian-themed lair is chock-full of hot lava, boiling lava and huge, steaming lava pits. Between them, you'll find tons of tricky jumps and plenty of Merlock's nasty henchmen. Perfect timing is essential.

One false step in Merlock's lair spells certain doom. Tread lightly to avoid becoming a roasted duck.

Get Your Move On

Donald's main tool is his two webbed feet—when he's not jumping over a bottomless abyss or leaping on the head of a baddie, he's kicking them senseless with his chop-socky attack. Donald also possesses the ability to perform a double jump at any time, or even pull off one of his nephew's patented special moves. There are 14 special moves, and each one activates a different animation sequence—usually re-creating one of Donald's famous cartoon antics from years gone by.

If Donald touches an enemy, he'll launch into a rolling, squawking fury. He's temporarily invincible when his temper flares, but it doesn't last very long.

You must leap on three enemies in a row without touching the ground to activate a special move. Early on, enemies are spaced nicely, but you'll have to practice in the later levels.

Donald can also use his fists, flailing wildly at enemies as he runs along the ground. It's not the most effective attack ever devised, but it sure looks funny.

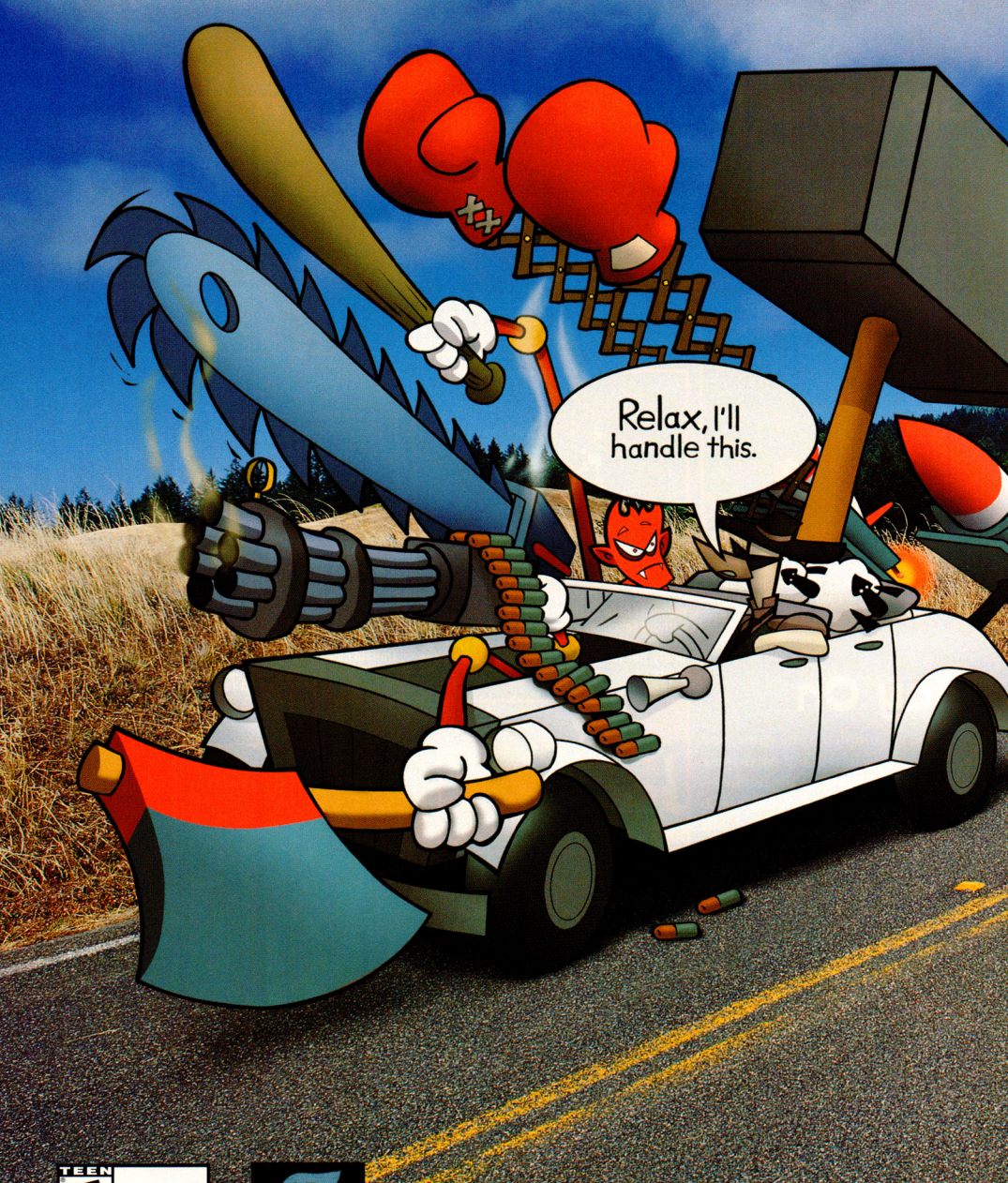
Play On

Once you've completed the game, you can return to each level and participate in Gyro's Time Attack or the nephew's Special Move Challenge. You can also return to previous levels to search out spools of Golden Thread—once you've found enough spools, you can activate a costume-changing machine.

The nephews will give you a coin each time you complete their challenge. You can use the coin for secret prizes later in the game.

Just Ducky

Disney's Donald Duck: Goin' Quackers is similar in many respects to its N64 predecessor—especially in level design and game play. The graphics, however, are leaps and bounds ahead of any previous Donald outing, and the special moves add plenty of humorous touches. If you love platform games with a moderate amount of challenge, Goin' Quackers is sure to make you squawk with joy.



TEEN T CONTENT RATED BY ESRB

Comic Mischief Violence

PSEUDO INTERACTIVE INC

XBOX

NINTENDO GAMECUBE

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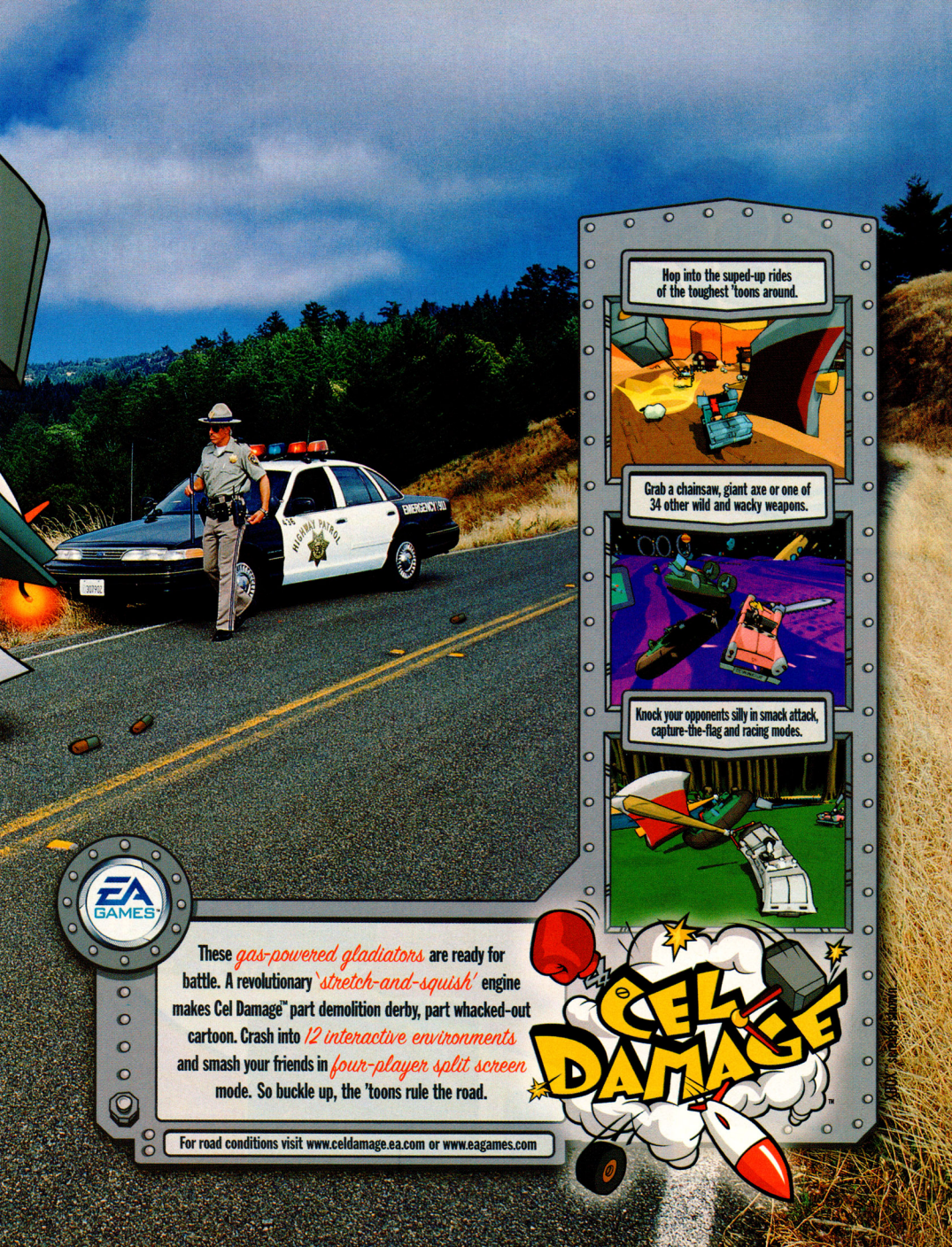
Hop into the suped-up rides of the toughest 'toons around.
Grab a chainsaw, giant axe or one of 34 other wild and wacky weapons.
Knock your opponents silly in smack attack, capture-the-flag and racing modes.
EA GAMES
These gas-powered gladiators are ready for battle. A revolutionary 'stretch-and-squish' engine makes Cel Damage™ part demolition derby, part whacked-out cartoon. Crash into 12 interactive environments and smash your friends in four-player split screen mode. So buckle up, the 'toons rule the road.
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SEGA SOCCER SLAM™

THE HOOLIGANS COME DOWN FROM THE GRANDSTANDS AND TAKE TO THE PITCH FOR AN ADRENALINE PUMPING, THREE-ON-THREE SOCCER BRAWL IN SEGA SOCCER SLAM.

From bruising low blows to high-flying, supercharged shots on goal, Sega Soccer Slam is set to bring you the wildest soccer experience on the Nintendo GameCube. Eighteen awesome athletes with unique styles pitch in for plenty of extreme kicking, punching, tackling and trash talking. You can take on another player in a top-of-the-heap tournament or you can enter the Quest for the coveted Continental Cup. In-between matches, you'll enter challenges to earn cash and spend your winnings on items that will help make your team an unstoppable force. The slamming begins this spring.

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TEAM DYNAMICS

At the center of the Soccer Slam action is the storm of personalities that make up each three-member squad. The members of Team Subzero are a British punk rocker, a techno-loving German party girl and a Russian thug who is as tough as the Siberian winter. While the players' personalities may be as different as borscht and fish-and-chips, their common trait is strong striking ability and their common goal is to flatten the competition with the force of an avalanche. Every squad is made up of diverse types, but when they come together, they feed off each other and work as a team.

The El Fuego team is a perfectly balanced squad. Every other team excels in one category and is less impressive in others.

It pays to have diverse players on a team. The tough defender can steal the ball and power it upfield to the nimble shooter.

SLAMMIN' MOVES

"SKILL, STRENGTH AND STRATEGY—VICTORY IS OURS!"-KIRIL

As your team works together, pulling off passing combos and one-timers, it builds power and earns the ability to execute an amazing two-player powerhouse shot: the Killer Kick. When the timing is right, one player sends the ball flying on a high lob, while the other player sets up then launches high into the air and boots a slow-motion stunner that tears toward the goal. Another show-stopping shot comes together when your player chases down a roaming spotlight and fires from the beam.

"I'M SO HAPPY, I COULD HEADBUTT SOMEONE."
-HALF PINT

The Killer Kick is a combination shot that ripples the air current and rockets to the hole. It all comes together with a turbo-charged lob and a perfectly timed midair maneuver.

PLAYING WITH POWER

Every player has an amazing power that temporarily turns him or her into a raging element of strength and energy. The members of Team Volta turn into electricity when they power up and charge for goal, while the members of Team Tsunami morph into a ball-carrying wave. It's flashy, forceful and fun.

Charge up, change and dazzle your opponents with team power.

The power-up charge rubs off on the ball and the pitch for a short time.

THE WORLD IS YOUR SOCCER BALL

Soccer Slam brings down the house from the opening shove to the final whistle. The show begins in your choice of three stadiums: the Colosso Dome, Sunset Arena or Glitter Bowl. As you score big and win games, you'll unlock six more stadiums in exotic locations. In Exhibition Mode, you can set up the match any way you like, with your choice of opponents, fields and weather conditions. Two other playing modes bring a championship atmosphere to the game, and Practice Mode gets you ready to play.

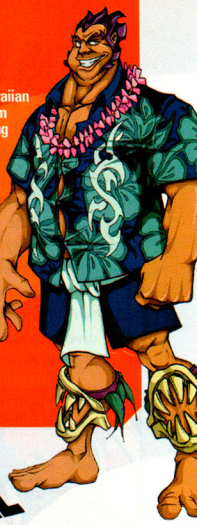
"I'LL EAT YOU UP AND SPIT YOU OUT, PIRANHA STYLE!" -MADEIRA

TEAM: EL FUEGO MADEIRA

Even though Brazilian martial arts specialist Madeira has a natural gift for dancing, she gave up the samba for the juke and jive of the soccer field at an early age. The naturally fast runner can increase her hitting and stealing abilities with special equipment.

TEAM: TSUNAMI KAHUNA

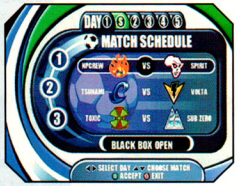
The massive Hawaiian who anchors Team Tsunami is a hitting and shooting machine. When he's not driving monster trucks or playing with his pit bulls, he's powering down the pitch for another score.



SOCCER SURVIVAL

Six teams, five days, one victor—the Soccer Slam Tourney is a round-robin set of matches that has each team playing each other team over the course of a week. You can go it alone or invite other players to get in on the action. In the end, the team with the most wins takes the prize.

In Tourney Mode, you can give your team a new personality with a customized name.



A round-robin run through 15 total matches puts every team against every other team.

GET SCHOOLED

Before you take on the best squads in the circuit, you'll want to learn ball-handling and striking techniques. Practice Mode takes you through 16 quick lessons that cover the give-and-go, fancy footwork, flip shots and volleys. It's a crash course in slamming soccer.

Some moves, like one-timers, require tight timing. It pays to practice.

Practice Mode will show you that aiming increases a shot's effectiveness.

QUEST FOR THE CUP

Slam mania shifts into high gear in Quest Mode, where the Continental Cup is up for grabs. Ten regular season games will separate the real players from the wannabes. After that, the top four teams will enter single-elimination play-offs that determine the winner of the cup. You'll earn cash for every victory and pick up even more scratch in challenges between matches.

In Quest games, you can choose to control your entire team or concentrate on one key athlete.

Team victories and individual accomplishments are tallied in the Quest Mode Stats Center.

HOOLIGAN HIJINKS

Beyond the flashy attraction of the Killer Kick and Spotlight Shot, the Soccer Slam players still have a few tricks up their sleeves. Defensive toughness in the form of knee-twisting tackles and pummeling punches makes way for light-touch finesse on the other side of the ball. For every defensive technique, there is an offensive counter, and vice versa. You'll be floored by both the game's punishing power and its athletic grace.

Nothing takes the air out of a ball handler's drive like a sliding tackle.

If footwork doesn't do the job, you can take out the ball handler with flailing arms.

The tricky deke is a ball-between-the-feet hop that counters defensive maneuvers.

If the defensive player moves in with a punch, the ball handler can spin out of the way.

TEAM: SPIRIT DJIMON

The mysterious Kenyan magic man who spent many years walking the desert might have never completed his shaman training, but he has mastered the art of stealing the ball and striking with finesse.

"WE ARE ALL IN THE PRESENCE OF POWERFUL MAGIC."
-DJIMON

TEAM: VOLTA ANGUS

The feisty Scottish boxer with an unpredictable temper is a passing genius who dazzles opponents with incredible foot speed. Special items increase Angus's hitting, shooting and stealing abilities.

POWER SHOPPING

When you're playing through Quest Mode and capturing cash prizes, you can take your winnings to the Soccer Shop. There, you'll purchase items that will make your players more well-rounded soccer stars. You can also buy 15 pieces of conceptual artwork.

Power-up items vary in price and effectiveness. Every player has his or her own set.

THAT'S MATCH

Exaggerated characters with incredible moves, signature goal celebrations and outrageous attitude make Sega Soccer Slam a sports event like no other. Add amazing game play, between-match challenges and unlockable secrets for a pitch-perfect soccer sensation.

EVEN WHEN YOU'RE NOT PLAYING IT, YOU'RE PLAYING IT.
Kristopher,
Wal-Mart Customer
You turned the system off hours ago. But as you teeter on the edge of sweet slumber, there's the game again. It plays on like a lullaby, just under your eyelids, an omen of the fun you'll have the next glorious moment you get the controller in your hands. You'll find game power like this in Nintendo GameCube,™ now at Wal-Mart. We have all the games you've been dreaming of and Every Day Low Prices that mean you can actually afford them.
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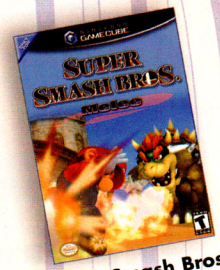

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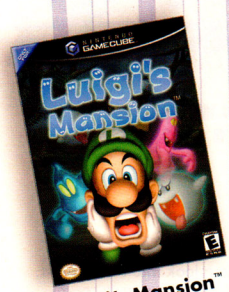

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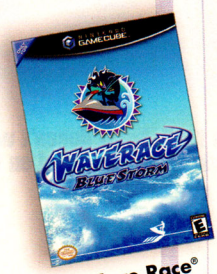

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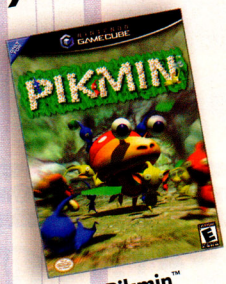

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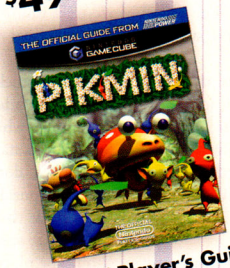

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PRODUCTS RANGE FROM EVERYONE to TEEN
E-T
CONTENT RATED BY ESRB

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EPIC CENTER

Upcoming games! Statues! Fish! The Epic Forum has it all, but it doesn't work without you. Send your comments, question and rants to epic@nintendo.com, then read on for a sneak peek at Japan's hottest new GBA title, Magical Vacation.

EPIC FORUM

Adam Martinez: I am very excited to hear that you are back! Epic Center was one of my favorite columns and I have missed it ever since it was removed. I am also hopeful that your return means more RPGs are coming soon for Nintendo systems. Again, I'm glad to see you back. Welcome home!

EC: Well, shucks . . . we missed you, too. And yes, there are plenty of RPGs on the way for both GBA and GCN, including Rune, Evolution Worlds, Tactics Ogre: The Knights of Lodis, Robopon Advance, The Legacy of Goku and Robotech—plus multiple Japanese releases that could come to North America and a couple of surprises that we can't talk about just yet. It's a good time to be an RPG fan!

Marlin__001: First of all, bringing back Epic Center was a great idea. I know that RPGs and strategy games are among the most difficult and challenging types of games out there. Secondly, I would like to know if there are plans to release a Golden Sun Player's Guide. If there aren't, would you write an article that tells how to get through the Mercury Lighthouse?

EC: There are no plans to bring out a Golden Sun Player's Guide, but you can find a walk-through in Volume Three of our sister magazine, Nintendo Power Advance. It should be available at your local retailer until the first week of April, and it also contains tons of info for Breath of Fire.

Jacob Stroman: My name is Jacob Stroman and I am a subscriber to Nintendo Power magazine. I have a request to make regarding articles in Epic Center. I am a huge fan of the game Advance Wars, and I would like to see an article about the game in an upcoming Epic Center column. I would especially like to see a detailed look at the Final Battle mission, because that mission is giving me fits. I hope you can look into this request.

EC: Good idea! We'll have an Advance Wars Epic Tactics article next month—complete with detailed strategies for winning the final mission. How's that for service?

Brian: I'm stuck in Golden Sun and desperately need some help. I'm in the underground passage under Babi's Lighthouse and I don't know what to do with the five colored statues right before the locked door. How do you solve this puzzle?

EC: Check the screen shot to the right to see how the statues should be placed.

Dredd64: Breath of Fire is really getting on my nerves! In order for the lead character to advance, I need the Dragon Sword. In order to get the Dragon Sword, I have to go fishing. I've done everything I can to get the item, but I've never caught anything. Not even a lousy fish! I used the best rod I have (Rod4) and the best bait (Worm2) and none of it did any good. Is there something special I have to equip when I fish? Do I push a button at a certain time? I swear if I didn't have a great RPG like Golden Sun around I'd have lost my mind. I'm going to beat this game. Not for enjoyment, but out of necessity. It's become a chore. Who thought it would be fun to put fishing in a game?

EC: Don't break your rod! Fishing can be fun if you know what to do. Make sure that you're fishing in the wells—not other bodies of water—and that you have space in your inventory. Also, you need the Rod5 before you can fish for Dragon equipment. It can be found in the basement of Tunlan's Castle.

EPIC PREVIEW

Beautiful graphics, multiple characters and one of the most in-depth battle systems in recent memory have made Brownie Brown's Magical Vacation the talk of Japan. Join Epic Center as we examine the new RPG from across the water.

Get on the Magic Bus!

The plot of Magical Vacation revolves around a group of students who attend a school for magic users. As the story opens, their professor is taking them on a field trip to the beach.

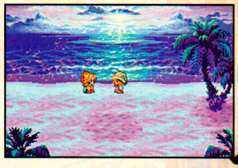
Don't expect to see Professor Dumbledore at this magic school. The students are powerful wizards who know how to put the hurt on an enemy. Besides, Hogwarts doesn't have a rockin' magic bus.

Battle of the Sexes

Players must choose the sex of the lead character before your game can get under way—you'll experience different cut scenes and dialogue based on your choice.

On the Beach

Once you reach the beach, your professor's true intentions are revealed through a series of cut scenes. It seems that the beach is a training ground for magical warriors—and the dean of the school doesn't expect everyone to return alive.



The graphics in Magical Vacation are truly stunning. It's like entering a watercolor painting, albeit with lots of monsters and robots.

Attacked!

After the students run a few errands, creatures called Enigmas will storm the beach, grab the young wizards and transport them to a different plane of reality. As the lone survivor of the attack, your character must travel through a secret portal to the new dimension, fight the fiends and rescue the others. Turn the page for a look at the battle system.

There's nothing worse than being kidnapped by a large blue monster . . . unless you're kidnapped by four of them.

FIGHT FOR YOUR RIGHTS!

Spirits, spells, flying fists and portable puppets are just some of the tools players can use to dispatch enemies. With a six-member party (which can be customized once enough classmates are found) and 16 different Spirits, there's plenty of strategy to tinker with.

Join the Party

The party initially contains one member, but it can grow to six members as the game progresses. If more than six classmates are available, they can be switched in and out of the party at the Magic Bus. The party enters battle on a 2 x 3 grid, so weaker members can stand in the back and let stronger characters take more damage. Striking a balance between characters is an important strategy.

You can place characters in any of the slots—even if you have fewer than six in your party.

The Brawlers

Just because the game is called Magical Vacation doesn't mean you can't use your fists. Some enemies are more easily dispatched with physical attacks.

Hand-to-hand combat is not the emphasis of Magical Vacation—so while there are many different types of armor and magic to acquire, characters are stuck with fists and feet throughout the entire adventure.

Magic in the Air

Each character begins the game with the ability to use one spell. Party members can learn additional spells by gaining Experience Points in battle or by trading with a friend using the Game Link Cable. Magic improves through use—so players should cast spells as often as possible.

Characters are blessed with massive amounts of MP (Magic Points) right off the bat. If your MP runs low, you can gain more by drinking from Magic Urns. You must pay the urns in Gummy Frogs or Gummy Worms—which you can collect throughout the game.

A Spirited Adventure

The big guns in the student's magical arsenal are creatures called Spirits. There are 16 different Spirit types in the game —one for each kind of magic. Some Spirit types will feel familiar (Fire, Water, Stone, Poison and the like), but others are truly unique (some characters can attack an enemy with Time, Sound or even Cute magic). Once a Spirit has been located, it will join the party in exchange for a certain item. The Spirit can then be called out in battle to increase the potency of the user's magic. Spirits remain on the battlefield until they are dispelled by an enemy Spirit or used by the player. Each Spirit has one magic type it is strong against and one against which it does poorly, so choose attacks with care. Luckily, Magical Vacation uses a turn-based battle system with no time limit. Players can also call up a chart of the Spirits in the midst of battle in case they forget the best way to attack a Fire-type foe. Think Golden Sun meets Pokémon—you'll have an idea of the strategy involved.

You can use magic without a Spirit present, but the Spirit will make your spell stronger.

Spirit Trickery

Skilled Magical Vacation players can use an opponent's Spirit against him or her. Spirits don't distinguish between good and evil—so if a foe summons a Spirit into battle, a player can cast a spell using the power of that Spirit. Enemy Spirits can also be removed from the battlefield by calling on the Spirit that it is weak against. (So if an enemy summons an Air Spirit, a Fire Spirit can be summoned to dispel it.)

Gamers must be able to anticipate an opponent's next move. You don't want to call out a Spirit only to have it used against you.

The Puppet Master

Inanimate objects such as puppets and dolls also play a role in Magical Vacation. Near the beginning of the game, a village populated by puppets will assist the students in their quest. Later, Magic Dolls can be built and added to the team. The dolls can learn the spells of any character in the party, which makes them incredibly useful. For example, if one of the party members is a Fire type, he or she can teach a Magic Doll Fire magic, have the doll summon a Fire Spirit in battle and then let the lead character use that Spirit in the same turn.

Magic Dolls don't gain experience or learn new spells over time—but their magical persuasion can be altered whenever needed.

Each Magic Doll requires five different parts. The first is easy to construct, but subsequent dolls are much harder to track down.

Collecting Badges

Magical Vacation contains a large number of hidden badges that can be found in remote corners of the world. There are badges for each type of magic, and characters who wear them will gain experience at a faster clip. Some badges also grant the wearer special powers. The Love Badge, for example, slowly refills the HP meter during battles.

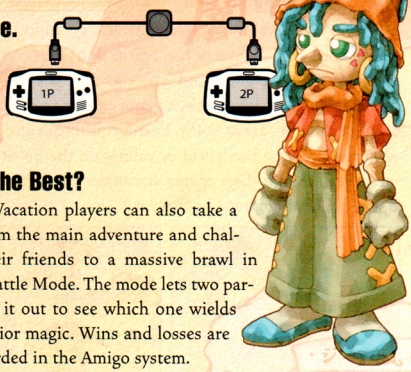
You can attach up to 15 badges to each character. It's a quick way to alter a character's strengths and weaknesses.

A Mad, Mad, Mad World

The world of Magical Vacation is large enough to give players plenty to explore. There are 112 different magic spells, 22 tribes (or groups of nonplayer characters) 244 unique monsters and a whole host of secrets and surprises to uncover. Navigation is also a snap thanks to a small man with a blue hat who will activate warp points in exchange for pinecones. Pinecones are free, and they appear in every area.

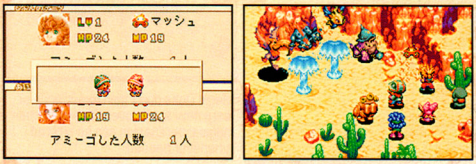
LINK UP, AMIGO!

The coup de grace of Magical Vacation is the linking feature. If players have two copies of the game, two GBAs and a Game Link Cable, they can power up their fighters in new and different ways or even duke it out against each other.



Stop and Swap

Once linked, gamers can exchange magical knowledge with their friends—so if one player knows Bear magic, he or she can teach those spells to a second player—even if the other player practices Sound magic. Once information has been exchanged, the sharer is recorded in the game as an Amigo. Magic learned via the Amigo system won't ever advance or level up, but players can download additional information any time an Amigo masters a new spell.



It's theoretically possible to create a character who can use every type of magic in the game.

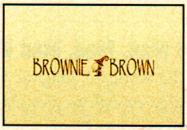
Who's the Best?

Magical Vacation players can also take a break from the main adventure and challenge their friends to a massive brawl in Linked Battle Mode. The mode lets two parties duke it out to see which one wields the superior magic. Wins and losses are also recorded in the Amigo system.

What's the fun in building a great party if it can't be used to wallop friends and foes alike?

WHO IS BROWNIE BROWN?

Brownie Brown, the developer of Magical Vacation, is a recently-formed Japanese development house. Many of Magical Vacation's designers also worked on the Super NES classic The Secret of Mana, which explains the careful attention paid to the multiplayer aspects of Magical Vacation.



WE NEED A VACATION

We can see the anxious e-mails and letters in our minds now, so let us put your first question to rest: There is no current North American release date for Magical Vacation. Be assured, however, that Nintendo Power and Epic Center will keep our readers apprised of any new information that comes our way. In the meantime, you'll have to be content with the knowledge that there is a new, innovative Game Boy Advance software development house that shows great promise as a long-term Nintendo partner.

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ZONE OF THE ENDERS™ THE FIST OF MARS

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EPIC CENTER SPECIAL REVIEW

Konami's robotic war-mech saga continues on the Game Boy Advance with an action-strategy game that plunges you into the middle of a battle between Earth and Enders—space-faring immigrants who've been betrayed by their native planet.

EVERYONE E Violence
CONTENT RATED BY ESRB

SCENE 01

ON THE BATTLE GOD'S PALM

The sci-fi story gets into gear fast. You're introduced to your main character, Cage, who works aboard a Mars migration vessel that's attacked by an LEV, a powerful robotic vehicle. Before the ship explodes, Cage saves himself and a mysterious girl when he discovers another LEV in the cargo bay. Though its AI takes over just enough to steer clear of the ship's explosion, Cage is suddenly left to his own devices when the enemy LEV attacks him.

Cage Midwell

The seemingly average guy is dragged into skirmishes between Earth and Mars. At first, his stats reflect average LEV battle abilities, though you can build him up over time.

Ares Enduwa

Cage's good friend vanishes during the space explosion, assumed deceased. He pops up again later to join battles using one of the strongest attack vehicles in the game, Vjaya.

On a Collision Course with Destiny

Zone of the Enders delivers rich dialogue during its epic sci-fi soap opera. Just as the pilot discovers a space attacker, Cage stumbles across two mysteries: a girl with amnesia and an LEV that forges a bond with him.

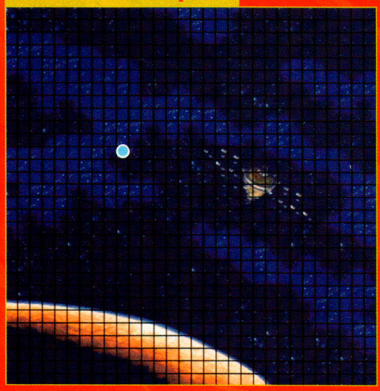
Myona Alderan

Though at first she's just an accidental passenger during Cage's escape, the amnesiac girl soon suspects that she didn't just drop into Cage's life—something stranger is going on.

Trial by Fire above the Red Planet

Cage must quickly learn how to use his LEV. There's no way to defeat the enemy LEV during your first battle, so consider it a practice session. Just as you're about to get blown to smithereens, your LEV saves the day.

LOCATION: Mars Space



ENEMIES

SCENE 02

PERPETUAL MOTION

After the space battle, Cage's LEV lands on Mars, where Cage is framed and jailed as an anti-Earth terrorist. The so-called "terrorists," actually freedom fighters trying to rescue Mars from a deadly conspiracy, break Cage out of the slammer. The first live-or-die LEV battle ensues.

Deckson Geyse

Though he starts his story on the sidelines as the leader of the rebel group, Deckson eventually joins the battlefield in the LEV called Edge, a supply vehicle that keeps everyone pumped up.

Pharsti / Cage's LEV

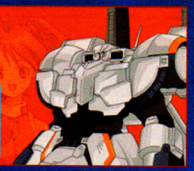
A highly developed AI system called Pharsti runs the LEV that Cage uses. It bonds only with him and follows his every command, which leads to accidental revelations throughout the game. Its LEV is semipowerful to start, with a good balance of close-range and long-range attacks.

Razma Cascade Jr. / Dreizehn

Razma's LEV has two long-range weapon attacks that stretch an amazing distance, so keep him out of the fray and pepper enemies from far away. After Razma has won a few battles, he can access Dreizehn's deadly Calamity Kiss attack.

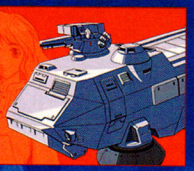
Semyl Shamblow / Caliburnus

The fiery fighter controls another LEV that's good for long-range attacks, so keep her out of the center of battle. After a few successes in battle, Semyl can use her LEV's midrange Star Carnival attack, though she must sneak in closer to use it.

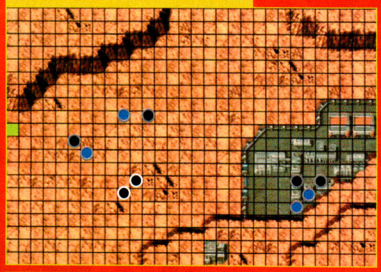


Philbright Westriverside / Blade

Philbright operates the repair vehicle, Blade. It's equipped solely with the Beam Cannon, which can be used both in close-range and long-range attacks. But the LEV's real strength is its repair function, which can be used to fix damaged units as long as it can touch the vehicle. So keep Blade on the fringe of battle whenever possible.



LOCATION: Mars Surface



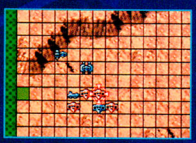
ENEMIES

First Wave
- Sec. Force LEV A

Second Wave
- Sec. Force LEV A

- Sec. Force LEV B

Stand Your Ground to Grow Up

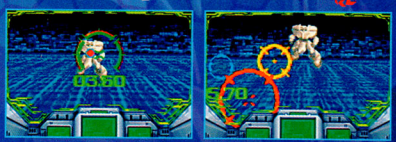


After Cage battles two enemy LEVs, a crew of LEV-driving friends will show up. You control them all—just as a second wave attacks. Though one victory condition is to move the Blade LEV to an escape square, stick around and defeat the enemies. Never waste a chance to earn experience.

BATTLES: ARCADE VS. STATS

Zone of the Enders offers two ways to resolve battles: an arcade-style "IAS" mode and a statistical mode that computes hits, misses and damage based on your—and your target's—character attributes, vehicle parameters and terrain-type protection.

Use IAS Early in the Game . . .



Short for Interactive Action System, IAS relies on your own reaction speed. As scant seconds tick down, if you're the attacker, you must lock onto your bobbing, weaving target. If you're the target, you must avoid being targeted.

. . . Rely on Bulked-Up Stats Much Later

The IAS system is great early in the game, when your reaction speed is far superior to your characters' statistical skills. But turn off IAS later in the game, when arcade-style play becomes more difficult, and let the stats do the talking. By then, your characters and their LEVs will have accrued much tougher battle attributes.

SCENE 03

A HOPELESS HOPE

Cage's first mission with his LEV team takes him to a Mars hospital under attack by tough psycho Ned and his own LEV team. Fortunately, a new teammate pops up during the first part of the mission, which is to deliver medical supplies. Ultimately, you must also defeat all the enemies.

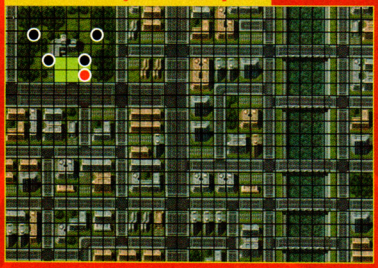
Tadamichi E. Yukito - Justeen

Your new teammate is an advanced operator with a strong LEV, which boasts the ZZ Grenade attack, a very powerful midrange weapon that doesn't require a built-up Spirit score and doesn't diminish Energy points. So put the toughie on the front lines of your battles and use ZZ often.

Hang in There for the Long Haul

After dropping off supplies at the hospital, you must finish off any remaining enemy LEVs plus Ned, who will appear a little later. Put assault-oriented LEVs in front and restore-focused LEVs behind them to sustain such long battles.

LOCATION: Sphere Hospital



ENEMIES

Edge

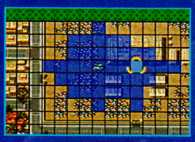
Deckson joins the mission by driving Edge, an LEV that can replenish Energy points and ammunition to LEVs. It possesses the 155mm Cannon, a good close- and medium-range weapon, but keep Edge near the edge of battle, shooting from the sidelines.

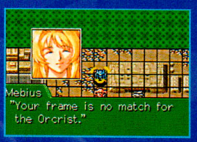
SCENE 04

DOUBLE-EDGED SWORD

When Ned returns to search for the sponsor who finances Cage's group of friends, the team must leap to her rescue. In the mission, you must get Edge to the factory in time to save Robin O'Connell then defeat Ned and his large techno-posse. A new friend will join you during the mission, one operating an Orbital Frame—a superpowerful next-generation type of LEV.

Get Edge to the Base to Release the Cutting-Edge Tech





Make fast tracks with Edge toward the hideout while you tackle the first wave with the others. Once you save Robin, the new Orbital Frame she's hiding will join you on the scene—just in time for the second wave.

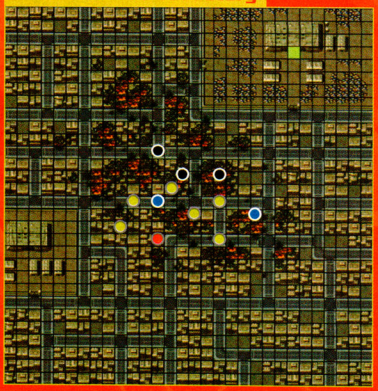
Mebius K. Lylekraft - Orcrist

Mebius flies the first-ever Orbital Frame, a much tougher LEV that is both a land- and air-based vehicle. Orcrist has a powerful Elfin Bow attack as well as the supertough Moon Ballista, though that attack can be used only after she has accrued enough Spirit to access it.

Split Them Up, Then Subdivide and Conquer

Including Ned, the second wave is seven strong, and such an evil mass can easily pursue and destroy a single LEV in its midst. So move your LEVs to divide their unified body, then continue to split them as necessary.

LOCATION: Secret Factory



ENEMIES

SCENE 05

A VOICE FROM FAR, FAR AWAY

The nefarious Ned isn't done wreaking havoc. He's attacked an orphanage, kidnapped children and stowed them in cockpits of three LEVs on assault-autopilot. Ned's wired up another evil detail: If the kids' LEVs are attacked, they'll explode. If he's attacked, the orphanage will explode. So the team's got an impossible mission—to save the kids, yet destroy Ned's LEV team.

Avoid Conflict until the Cavalry Arrives

Bide your time for a few turns. A new teammate, Warren, will arrive with a solution. Position him next to a child's LEV and wait there. He'll disarm the bomb so you can attack that LEV and save its child.

Warren Lumenlux / Durandal II

Warren operates an LEV that's poor for long-range attacks but stellar for a face-to-face smackfest with his close-range Absolute attack. When he builds up enough Spirit points, he can access his LEV's pulverizing Avelcaine attack, though it saps many Energy points. So keep the resource-replenishing Edge near him.

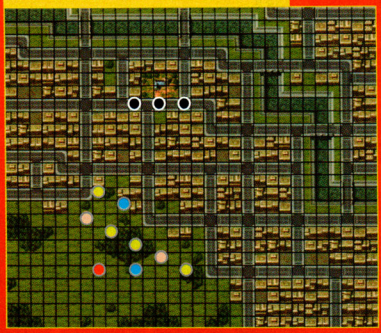
A Second Surprise in Time for Ned's Last Stand

Right on time for Ned's second wave, your friend Ares shows up in an Orbital Frame, Vjaya. Use its high speed to lure half of the huge enemy group in constant pursuit until you've obliterated the other half.

True Evil Forces an Alarming Evolution

When crazy Ned threatens to destroy one of his own soldiers and the orphans in a truly disturbing way, it stresses Cage to the max—so his AI buddy, Pharsti, unlocks his LEV's true potential. It's really an Orbital Frame, Testament.

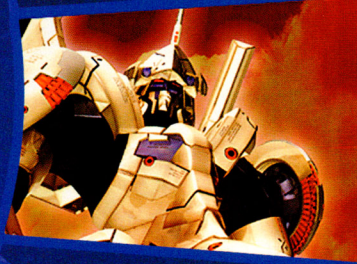
LOCATION: Pandora Frettum



ENEMIES

First Wave
- Sec. Force LEV A

Second Wave
- Ned LEV
- Reg. Force LEV A
- Reg. Force LEV B
- Unmanned A



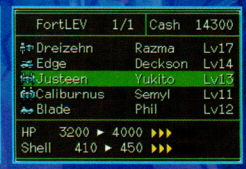
Vjaya

Ares' Orbital Frame has the best movement rating of the bunch, able to fly at ferocious speed. Vjaya has good close- and midrange weapons like the Reticulator, but its super speed is its true strength in combat.

Testament

When Cage's LEV evolves into the Orbital Frame, it unlocks a new attack, Ray Disaster. It's a good midrange attack that requires high Spirit and saps energy quickly. Cage's OF can also fly, which makes it more versatile in battle.

THE GARAGE: WHEN TO UPGRADE



When you defeat enemies, you not only gain experience but also earn cash that you can spend on LEV upgrades. Save your cash until at least after Scene 05, when you know all of your many LEVs' strengths and weaknesses much better. Then enter the Garage between missions to upgrade their armor and weapons.

SCENE 06

ONE WING'S PROMISE

Testament's sudden evolution resulted in the elimination of an enemy operator—not just an LEV—and the loss of human life crushes Cage's spirits. He runs away in a stolen LEV, leaving Testament behind. His friends find him, but so do enemy forces. After a first quick fight, the action moves back to the orphanage, where new villains and harder enemy LEVs must be destroyed.

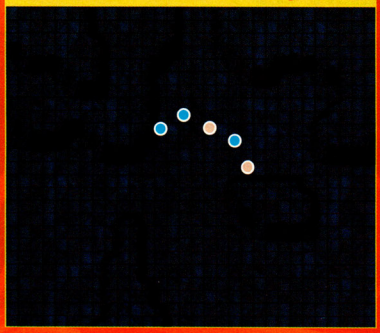
The Team Rescues Cage . . . from Guilt, Then Foes

After his teammates help him sort out his confusion, a small band of LEVs attacks. Cage is stuck with the less-powerful Blade for the battle, so keep him safe while the others make short work of the enemies.

New Villains, Harder Enemies

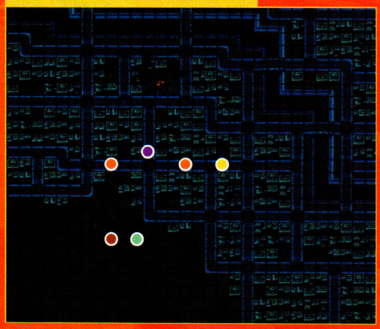
Bolozof and his assistant, Nadia, command the new group of LEVs that plague the orphanage. His LEV is powerful, and his troops are fewer but also very strong. Keep damage-repairing Blade close at hand, though out of enemies' reach. They'll often attack Blade first if they have a choice.

LOCATION: Outside BIS Headquarters

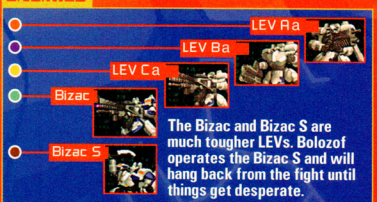


ENEMIES

LOCATION: Mars Suburbs



ENEMIES



The Bizac and Bizac S are much tougher LEVs. Bolozof operates the Bizac S and will hang back from the fight until things get desperate.

Conspiracies within Conspiracies

Zone of the Enders is packed with dialogue that develops the story line about conflicts between Earth and colonists on Mars. After Scene 06, you'll see that the bad guys might not truly be on Earth's side after all . . .

SCENE 07

OPPOSING TRACKS

Bolozof returns to mess with the Martians during a street protest, where he orders his troops to fire upon both the citizens and local police forces. It's all an effort to frame Cage and his friends as the culprits. After escorting the citizen protesters out of the area—while they're under fire by a first wave of enemy LEVs—you've got to face Bolozof and a second onslaught. In the middle of all that, Cage discovers a way to evolve Testament even further.

Avenge the Loss of the First Citizen Casualty

The next phase of story line develops on the battle map, which shows enemy forces firing upon Martian citizens. You can't prevent the first loss, but there are five more who begin fleeing southward. Protect them.

Saving the Citizens: Dispatch, Distract, Destroy

Move south with all LEVs in your first turn, attacking if possible. Over the next few turns, attack southward enemies first or act as a distraction—anything to buy the citizens time to reach the southern border.

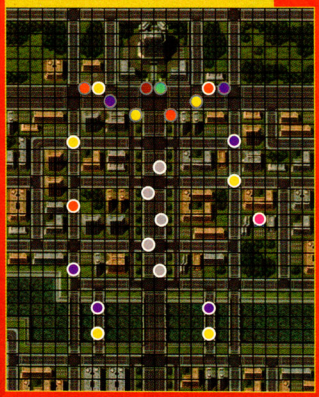
Squeeze in an Awesome Upgrade

Cage's AI friend, Pharsti, informs him during battle that he's near a Local Server, which upgrades an OF if touched. If you reach it, Testament will receive the fierce Nail Laser attack after the mission is over.

Take a Breather between Battles

If you're weak from the first battle, run away from the second wave while repairing your teammates with Blade. Bolozof and Nadia are two of the attackers, so you'll need to be at full attack strength.

LOCATION: Demonstration



Construction LEV

The citizens who flee the scene drive low-powered LEVs with a slow movement rate. They won't defend themselves while running.

Local Server

To activate the OF-upgrading technology, simply move Testament onto the spot.

ENEMIES

First Wave

- LEV Aa
- LEV Ba
- LEV Ca

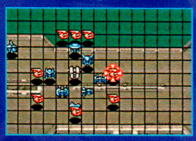
Second Wave

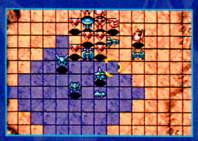
- LEV Aa
- LEV Ba
- LEV Ca
- Bizac
- Bizac S

Once again, Nadia pilots Bizac, while Bolozof operates the much tougher Bizac S. Wipe her out first before they both gang up on your units.

NOT THE ENDGAME FOR ENDERS

Conspiracy and battles have only just begun for Cage and the revolutionary Enders. In a story that spans many more scenes, they'll learn about Testament's awesome potential and their own explosive roles in the Earth/Mars conflict. Eventually, you may need to turn off the increasingly difficult IAS battle system and let your built-up characters fight for themselves. Will they have what it takes? The Red Planet depends on it.



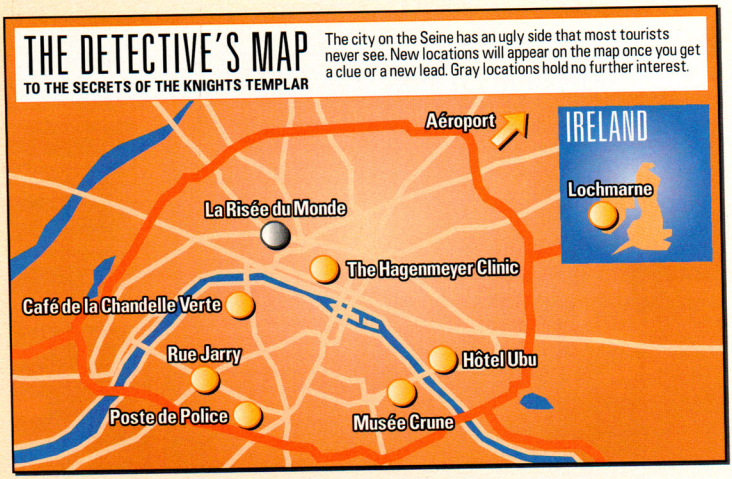


Broken Sword™

THE SHADOW OF THE TEMPLARS

George Stobbart, an American tourist in France, was in the wrong place at the wrong time. That fateful afternoon, George sat outside a small cafe, sipping the flavors of springtime in Paris, when a bomb blast ripped through the cafe behind him. So begins BAM! Entertainment's graphic mystery for GBA. Broken Sword puts you in the role of George Stobbart as he pieces together clues to an ancient mystery.

I wanted some peace and quiet, not the big sleep . . .



TEEN T Mild Violence Suggestive Themes
CONTENT RATED BY ESRB

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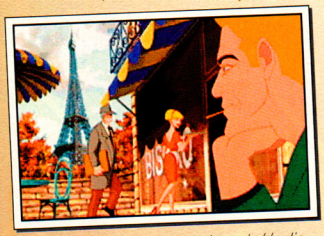
My quiet Parisian vacation took a turn for the worse today when I became a witness to murder and nearly got toasted myself. I knew I should have stayed in California and gone to Disneyland, where the clowns don't try to blow you up.



I'd already had an eyeful of the tower in the distance when the old man with the briefcase entered the cafe. He seemed nervous, like a mouse wearing catnip perfume.

I knew something funny was going on when a clown waltzed into the cafe. He was playing an accordion, but it sounded like a dirge. He really could have used some lessons.

No one was laughing a few minutes later when the front window of the cafe blew out in a massive explosion. I guess the clown had brought the house down.

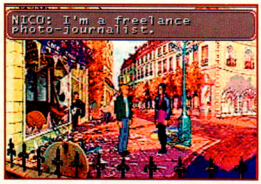
Café de la Chandelle Verte

I cased the scene . . .

I didn't see much outside except shards of glass and a newspaper. When I opened it up, I saw the words, "Salah-eh Dinn, Thirteen Forty Five," written in ink.

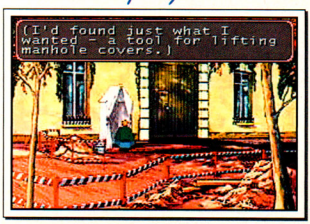
The French coppers weren't going to do anything . . .

You'll begin by looking around. Use the R Button to click through all the activities you can do in an area. Inside the cafe, you should talk to the waitress, and don't give her a drink. Outside, down an alley, you'll find a manhole, but you won't be able to open it. Head down the street and meet the police. After being questioned, you'll meet Nicole Collard outside.



The police aren't very helpful, but Nicole, who is a freelance journalist, is a wealth of information. She'll give you her phone number so you can call her when you've learned more about the murder.

Luck is a pony . . .



It turns out the writing on the newspaper didn't refer to a new type of salad, but to a horse. I gave the worker the paper, and he took off to place a bet. He said I could take his tools. I guess he felt lucky.

I've always had a schnoz for trouble . . .

Take the manhole cover tool to the alley and pry open the cover. Drop down into the sewer and pick up the evidence that the clown left behind. You'll find his nose, a tissue with greasepaint on it and a ragged piece of plaid fabric. Pretty damning evidence against Chuckles. You'll exit the sewer in the courtyard of a man named Albert. If you show him Inspecteur Rosso's card so he thinks you're a cop, he'll tell you he saw another man emerge from the sewer. You'll get a phone number and information about the tailor.

Call Nicole on the worker's phone, then go to see her. Talk to the flower seller to learn how to enter the building. Nicole will give you a photo of the killer. She will also notice a costume shop's address inside the clown's nose. Off you go.

La Risée du Monde

He'd hidden his mug with a gallon of paint . . .

The proprietor of the costume shop will identify the man in the photo Nicole gave you as Khan. It turns out that Khan bought two costumes that morning—costumes for a clown and a leprechaun. He will also identify the substance on the tissue as theatrical makeup. If you shake his hand, he'll give you a surprise. It seems pretty clear that Khan, the clown, is guilty.

Poste de Police

Rosso had lammed off the case . . .

When you speak to Inspecteur Rosso at the police station, he'll tell you that the case is closed—not solved, just closed. Even faced with the evidence, and the photo of Khan, he won't budge. You'll have to seek justice on your own. Call Todryk the tailor on the phone in the police station to learn where Khan is staying in Paris—the Hôtel Ubu.

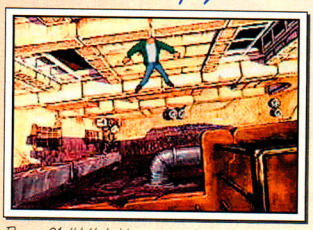
Hôtel Ubu

Service with a sneer . . .

Ignore the heavies, Flap and Guido outside and enter the hotel. The clerk will be snotty to you, so chat up Lady Piermont at the piano. She'll recognize Khan as a man named Moerlin, and she'll add that he put documents in the hotel safe earlier that day. Talk to Ostvald, as well, and complain to the clerk even though it won't get you anywhere. You'll need help.

Identify Khan's room upstairs, then return to the lobby. Lady Piermont isn't above a little play-acting herself. She'll send the clerk away, giving you a chance to snatch the key to the room next to Khan's.

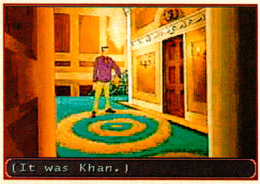
A date with a pigeon . . .



Room 21 didn't hold any surprises, but there was a window that opened to the ledge outside. It was the only way to bust into Khan's room, so I rolled the dice and didn't look down.

A hotel sneak with nowhere to hide . . .

Khan's room isn't the treasure trove of evidence you'd expect. There's the briefcase that he stole from Plantard, the victim of the bombing, but nothing inside. As you open the door to leave, however, you'll spy Khan then hide in the closet. Khan will enter the room and leave two items in his pants pocket then exit the room.



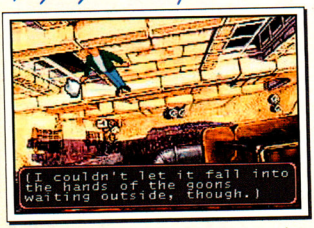
After Khan leaves again, examine the pants and take the matchbook and electrician's I.D. card. That's all you're going to get, so head downstairs to see if you can get into the safe.

I asked Lady Luck for a dance . . .

If you try to get access to the hotel safe using Moerlin's I.D. card, the clerk will dismiss you. Once again you must turn to Lady Piermont for help. A few sharp words from the blue-blooded lady will turn the clerk to jelly and secure you the manuscript. The winner of the Nobel Prize will warn you that the manuscript is dangerous if you show it to him.

How dangerous is the ancient document? You'll find out if you try to leave the hotel while carrying it. The thugs outside will search everyone who leaves. There must be a better way.

Flying the coop . . .



I didn't know if Flap and Guido were waiting for the manuscript, and I wasn't willing to find out. I decided my only chance was to toss the document into the alley and pick it up later.

Rue Jarry

She whistled a tune that sounded like trouble . . .

With the manuscript in hand, return to Nicole's apartment. She'll recognize the seal of the two knights on a horse as the mark of the Knights Templar. She'll tell you about the lost treasure of the knights. Could the treasure be a motive for murder?

An old friend of Nicole's at the Crune Museum might be able to help decipher the manuscript, so seek his assistance.

Before setting out to pump Lobineau at the museum, I eyeballed every part of the manuscript. Each of the five sections told a story, but I couldn't connect the dots.

Musée Crune

The expert had taken a powder . . .

Lobineau, the expert in medieval history, won't be at the museum, but you'll learn that the tripod and gem pictured in the manuscript came from a castle in Lochmarne, Ireland—a 15th century home of the Knights Templar. In fact, you'll find the same tripod in the museum, but the gem will be missing. You'd better talk over your find with Nicole and see if she's come up with any other leads. Return to her apartment and tell her about the tripod at once.

Nicole flashed me with a magazine article about an excavation in Lochmarne, Ireland, under the direction of Professor Peagram. I hadn't planned on visiting the Emerald Isle on my vacation, but I was going nowhere fast in Paris.

Lochmarne

Of all the cheap joints . . .

When you arrive in Ireland, step into the local pub in Lochmarne to pick up bits of gossip about the castle and the dig. Take the bar towel, as well. It'll come in handy later. Talk to the locals, making sure you visit with all of them, inside and out. At first, Sean Fitzgerald will deny having worked with the professor, but after you hear otherwise from the patrons, he'll fess up. Fitzgerald will tell you about the gem that fits into the tripod and a package he is supposed to deliver to a man named Marquet. He'll be spooked by your questions, run into the street and get hit by a red sports car. Ouch!

Don't leave home without an electrician's license . . .

Follow Maguire outside to find out what happened to Fitzgerald. You'll find that a plastic panel outside the building was damaged in the accident. Flip the switch and go back inside. Ask the proprietor for a drink. You'll discover that the pump and glass washer are broken. If you pull out your electrician's I.D., the owner will let you fix the machines. When Ron the rabbit trapper sneezes, steal his wire and fix the washer. After proving yourself, you'll be able to go downstairs to fix the pumps. Hit the switch along the wall and return topside.

Outside on the sidewalk, you'll be able to open the trapdoor. You'll also come face-to-face with Khan. Play it cool and return to the cellar to pick up the dropped gem. While you're downstairs, turn on the water and soak the bar towel before you leave.

A hayride . . .

Up the road, I met a farmer—Fitzgerald's uncle—and convinced him to leave his wagon full of hay. I climbed the stack and used the manhole cover tool to get an extra step so I could climb over the castle wall.

Cleverly, I remembered to add water . . .

In the castle courtyard, a goat will keep you from the ladder. Move the plow. The goat will charge and its rope will snag on the plow. With the goat out of the way, you'll climb down the ladder. Inside the dig site, you'll see a door with an impression for a key.

A small statue near the door has a hand that looks like it will fit the keyhole, but it's too heavy to lift. Knock it over and lift it back, then examine the indentations in the sand. Collect plaster of paris from the table and put it in the hole, then use the wet towel to make a cast of the key.

When I unlocked the secret door using the cast, I found a painting and the word "Montfaucon". It meant nothing to me, and I felt like a patsy. Maybe Nicole could help?

Nicole was impressed that I'd found the rock, but she didn't recognize either "Montfaucon" or, "Marquet" and suggested that the law might be able to help. What did I have to lose except another trip across Paris? The Inspecteur wasn't in, but the gendarme recognized the name at once. Marquet was stashed in a clinic across town.

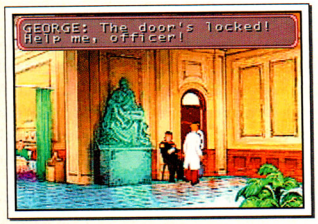
The Hagenmeyer Clinic

A license to play docteur . . .

At the clinic, the receptionist will be happy to tell you Marquet's location once you identify yourself using Moerlin's I.D. card. You won't get far on Nurse Grendel's ward unless you're dressed like a doctor. Try to open the door in the hall, then unplug the waxing machine. When the janitor plugs it in again, steal a white coat from the closet. Talk to Nurse Grendel and get the blood pressure gauge. When you head for Marquet's room, a patient will demand that you take his blood pressure. Since you don't know how to do that, you'll be stuck unless you get a helping hand.

Bunny lends a hand . . .

If you return to the reception area and talk to Hagenmeyer, he'll set you up with his nephew, Benoir, a.k.a. Bunny. Return to the ward with Bunny in tow and give him the blood pressure gauge. Have Bunny take the patient's blood pressure while you go to Marquet's room and talk to him. He'll think you're Moerlin and reveal that the tripod at the museum will be stolen by Flap and Guido that night.



Moments after I left the room, we heard the sounds of a struggle, then Marquet's EKG flatlined. The guard poured lead into the lock and we dashed inside, but Marquet was a stiff and the ringer had flown the coop.

It seems that Marquet fears that an ancient order of assassins is hunting him down, and he'll mention another man, Klausner, who is in Syria. Before he can say more, Dr. Braille will appear and kick you out of the room.

It was too bad about Marquet, but at least he talked before getting the big send-off. There seemed to be mysteries stacked on mysteries, and I needed to get some answers pronto. Hoping that Lobineau had returned, I set off for the museum.

Putting the screws on Lobineau . . .

When you return to the museum, you'll find that Lobineau has returned, and he'll fill you in with information about the Knights Templar, the Hashshashin and Montfaucon, which unexpectedly turns out to be a place where thousands of knights were hanged during the Inquisition. It's almost closing time when you arrive, so you'll need to hide in the museum to stop the robbery. Open the window when the attendant, Goinfre, isn't looking, then hurry to the sarcophagus and hide inside. Soon, the bungling robbers will arrive to steal the tripod.

I waited for hours until I heard noises outside. When I stepped out, I saw Flap and Guido in the dim light. Accidentally, I knocked over the totem pole. A piece of it struck me on the head, but as I fell I saw a figure drop from above and attack the robbers. When I awoke and met up with Nicole, I was shocked to find that she was the stealthy figure who had foiled the robbery. She had snatched the tripod herself. I don't know what else to expect, but the mystery of the Templars and the murders is just heating up.

EVERYONE E MILD VIOLENCE

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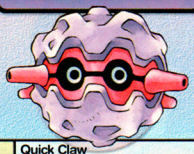
Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

Alex Landau of Orinda, California, has been studying Pokémon strategy for some time, and like many of our Colosseum stars, he's picked up a lot of info online. We admire the dedication of Pokémon Trainers who put in the extra time and effort to sharpen their skills and build their teams. Alex says that many Trainers in his area rely too heavily on switching out their Pokémon when things aren't going their way. His team is built to punish relentless Pokémon switchers for their cowardly ways.

Forretress



Item: Quick Claw

- Spikes
- Rollout
- Explosion
- Sandstorm

Omastar

Item: Mint Berry

- Surf
- Ice Beam
- Rest
- Toxic

Umbreon

Item: Leftovers

- Shadow Ball
- Screech
- Confuse Ray
- Pursuit

Misdreavus

Item: Leftovers

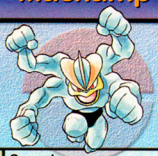
- Perish Song
- Mean Look
- Protect
- Pain Split

Suicune

Item: Mint Berry

- Surf
- Mirror Coat
- Ice Beam
- Rest

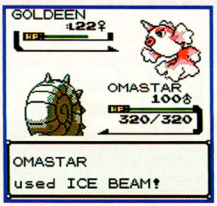
Machamp



Item: Scope Lens

- Cross Chop
- Earthquake
- Rock Slide
- Light Screen

Alex sends Forretress out first to drop some Spikes and to brew up a Sandstorm. Sandstorm sometimes causes Trainers to switch their vulnerable Pokémon for a tougher specimen, and that move in combination with Spikes will see that the Pokémon is damaged no matter what the Trainer decides. Alex's Umbreon uses similar tactics—Screech can lower an opponent's Defense, which might make the Trainer think about switching his or her Pokémon. If the Pokémon is switched, Umbreon's Pursuit can take a chunk out of the Pokémon's HP as it escapes.



Alex uses Omastar, a Pokémon we don't see very often in the Pokécenter. Omastar's Toxic slowly saps its opponent's power, and the move will often force Alex's competition to switch his or her Pokémon. If Forretress's Spikes are still out, Alex's opponent will take damage from them.

SUPER SERIES
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"The JSS gave me a feeling for how **Magic** can be competitive and took me from playing with my friends to seriously trying to win."
TREVOR BLACKWELL, PRO TOUR™ MAGIC PLAYER

"The scholarship prizes (I just spent the last of mine on my tuition this year) for JSS are a great idea."
PAUL MCCABE, PRO TOUR MAGIC PLAYER

"Playing as a junior gave me an opportunity not only to compete at a high level for significant scholarships, but also to hone my skills for a future in pro **Magic**."
JON FINKEL, PRO TOUR MAGIC PLAYER

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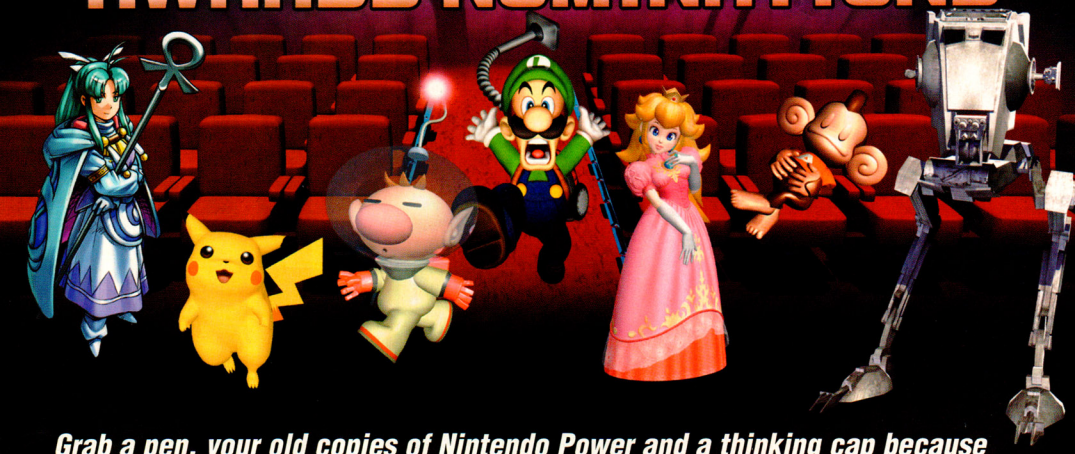
2001 NINTENDO POWER AWARDS NOMINATIONS



Grab a pen, your old copies of Nintendo Power and a thinking cap because it's time to vote for the best and brightest of 2001. With two new systems in the running and some of the most diverse nominations in the past 10 years, the 2001 Nintendo Power Awards race could be the tightest ever.

MAKE YOUR VOTE COUNT

The year 2001 was a memorable one for gamers everywhere and it's time to recognize the standouts. You'll discover a multitude of games in over 25 different categories scattered over the following nine pages. Take some time to ponder the nominations, then fill out the attached Player's Poll Card and send it to us. We'll tally up the votes and announce the winners in the May issue. Subscribers can also visit nintendopower.com for a chance to vote online in a number of additional categories—including Best Unlockable Character, Best Opening Sequence and your favorite Nintendo Power reviewer.

A BEST OVERALL GAME

Check the game list on page 115—which contains every title released in the last year—then vote for your top five games of 2001. Though Nintendo GameCube has an obvious edge, you can choose titles from any system you want.

Luigi's Mansion

Star Wars Rogue Squadron II: Rogue Leader

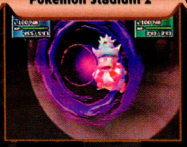
Madden NFL 2002 (GCN)

Pikmin

Wave Race: Blue Storm

Mario Party 3

Mega Man 64


Pokémon Stadium 2

Tony Hawk's Pro Skater 2 (N64)

Madden NFL 2002 (N64)

B BEST N64 GAME

There weren't a lot of games released for the N64 last year, but those that were shone brightly. Which of the following will be the swan song for one of the greatest systems ever?

1. Aidyn Chronicles: The First Mage
2. Dr. Mario 64
3. Madden NFL 2002
4. Mario Party 3
5. Mega Man 64
6. Paper Mario
7. Pokémon Stadium 2
8. Tony Hawk's Pro Skater 2

D BEST GAME BOY ADVANCE GAME

The GBA exploded onto the gaming scene in June and already boasts over 100 titles in its library. It wasn't easy to limit the nominees to nine, but we're sure you can find a fave below.

1. Advance Wars
2. Castlevania: Circle of the Moon
3. Golden Sun
4. Mario Kart: Super Circuit
5. Rayman Advance
6. Spider-Man: Mysterio's Menace
7. Super Mario Advance
8. Tony Hawk's Pro Skater 2
9. Wario Land 4

C BEST NINTENDO GAMECUBE GAME

The Nintendo GameCube rocked the gaming world in late November—but only you can decide which title was the cream of a stellar crop.

1. Luigi's Mansion
2. Madden NFL 2002
3. Pikmin
4. SSX Tricky
5. *Star Wars* Rogue Squadron II: Rogue Leader
6. Super Monkey Ball
7. Super Smash Bros. Melee
8. Tony Hawk's Pro Skater 3
9. Wave Race: Blue Storm

E BEST GAME BOY COLOR GAME

Though the GBA stole the handheld spotlight, the Game Boy Color also received an impressive array of games in 2001—including the year's best-selling title, Pokémon Crystal.

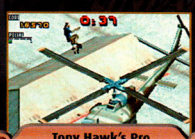
1. Dragon Warrior III
2. Harry Potter & the Sorcerer's Stone
3. Harvest Moon 3
4. Kirby's Tilt 'n' Tumble
5. The Legend of Zelda: Oracle of Ages
6. The Legend of Zelda: Oracle of Seasons
7. Mario Tennis
8. Pokémon Crystal
9. Wendy the Witch: Every Witch Way

Rayman Advance

Spider-Man: Mysterio's Menace

Super Mario Advance

Mario Kart: Super Circuit


Tony Hawk's Pro Skater 2 (GBA)

Super Monkey Ball

Extreme G 3

Super Smash Bros. Melee

The Simpsons: Road Rage

Crazy Taxi

F BEST GRAPHICS

From outer-space extravaganzas to the confines of a spooky mansion, players were won over by GCN graphics—although it proved impossible to overlook a certain GBA title.

1. Batman Vengeance (GCN)
2. Golden Sun
3. Luigi's Mansion
4. Madden NFL 2002 (GCN)
5. Pikmin
6. *Star Wars* Rogue Squadron II: Rogue Leader
7. Super Smash Bros. Melee
8. Tony Hawk's Pro Skater 3 (GCN)
9. Wave Race: Blue Storm

G BEST MUSIC

Everything from gothic choirs to thrashing punk to house techno made it into the Best Music category. Who takes it? Which game's tunes reign supreme?

1. Castlevania: Circle of the Moon
2. Dave Mirra Freestyle BMX 2 (GCN)
3. FIFA Soccer 2002 (GCN)
4. Paper Mario
5. *Star Wars* Rogue Squadron II: Rogue Leader
6. Super Monkey Ball
7. Super Smash Bros. Melee
8. Tony Hawk's Pro Skater 3 (GCN)
9. Wave Race: Blue Storm

H BEST SOUND

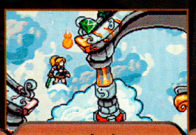
The bleeps and blips of yesteryear have been replaced by effects that are so good you need a full-blown THX system to appreciate them fully. So what game made your ears sing?

1. Castlevania: Circle of the Moon
2. FIFA Soccer 2002
3. The Legend of Zelda: Oracle of Ages/Seasons
4. Luigi's Mansion
5. Pikmin
6. *Star Wars* Rogue Squadron II: Rogue Leader
7. Super Smash Bros. Melee
8. Wario Land 4
9. Wave Race: Blue Storm

Castlevania: Circle of the Moon

Wario Land 4

Konami Krazy Racers


Lady Sia

Super Dodge Ball Advance

Golden Sun

Advance Wars

Breath of Fire

Mega Man Battle Network

Monster Rancer Advance

I BEST SPORTS GAME

Balls, boards and bikes round out the Best Sports Game nominations. We're not sure if wrestling counts as a sport or a well-scripted piece of theatre, but we don't have a Best Play category.

1. Dave Mirra Freestyle BMX 2 (GCN)
2. FIFA Soccer 2002
3. Madden NFL 2002 (GCN)
4. Mario Tennis (GBC)
5. NHL Hitz 20-02 (GCN)
6. SSX Tricky
7. Tony Hawk's Pro Skater 2 (GBA)
8. Tony Hawk's Pro Skater 3 (GCN)
9. World Wrestling Federation: Road to Wrestlemania (GBA)

J BEST RPG/STRATEGY GAME

The multiple systems of 2001 provided the strongest list of RPG/Strategy nominations in years. Pokémon has claimed the award two years running—will anyone buck tradition?

1. Advance Wars
2. Aidyn Chronicles: The First Mage
3. Breath of Fire (GBA)
4. Dragon Warrior III
5. Golden Sun
6. Magi-Nation (GBC)
7. Mega Man Battle Network (GBA)
8. Paper Mario
9. Pokémon Crystal

K BEST PUZZLER

The GBA received six nominations for Best Puzzler—incredible for a system that's been out less than a year. Now stop scratching your head and start scribbling your vote.

1. ChuChu Rocket! (GBA)
2. Dr. Mario 64
3. Fortress (GBA)
4. Rampage Puzzle Attack (GBA)
5. Snood (GBA)
6. Super Bust-a-Move (GBA)
7. Tang Tang (GBA)
8. Toki Tori (GBC)

Tony Hawk's Pro Skater 3 (GCN)

SSX Tricky

Dave Mirra Freestyle BMX 2 (GCN)

FIFA Soccer 2002

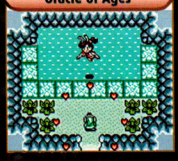
NHL Hitz 20-02

Pokémon Crystal

Disney's Toy Story Racer

Dragon Warrior III

Snoopy Tennis


The Legend of Zelda: Oracle of Ages

L BEST DRIVING GAME

Whether you use a car, kart or watercraft, racing games are a perennial favorite among gamers. Put the pedal to the metal and pick the one game that drives you wild.

1. Crazy Taxi (GCN)
2. Disney's Toy Story Racer (GBC)
3. Extreme G 3 (GCN)
4. F-Zero: Maximum Velocity (GBA)
5. GT Advance Championship Racing (GBA)
6. Konami Krazy Racers (GBA)
7. Mario Kart: Super Circuit
8. The Simpsons: Road Rage (GCN)
9. Wave Race: Blue Storm

M BEST SEQUEL

Whether a totally new adventure or a continuation of a favorite theme, sequels hit it big in 2001. Which game conjured up the fondest memories for you?

1. Castlevania: Circle of the Moon
2. The Legend of Zelda: Oracle of Ages/Seasons
3. Mario Party 3
4. Pokémon Crystal
5. Pokémon Stadium 2
6. *Star Wars* Rogue Squadron II: Rogue Leader
7. Super Smash Bros. Melee
8. Wario Land 4
9. Wave Race: Blue Storm

N BEST MULTIPLAYER MODE

What's the use of being a video game master if no one's around to see you prove it? Grab a few friends and pick the one game that was the life of your 2001 party.

1. Advance Wars
2. Bomberman Tournament (GBA)
3. Mario Kart: Super Circuit
4. Mario Party 3
5. NHL Hitz 20-02
6. Super Monkey Ball
7. Super Smash Bros. Melee
8. Tony Hawk's Pro Skater 3 (GCN)
9. Wave Race: Blue Storm

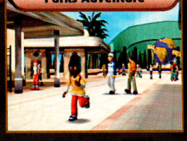
World Wrestling Federation: Road to Wrestlemania

Rampage Puzzle Attack

GT Advance Championship Racing

Fire Pro Wrestling

No Rules: Get Phat



O BEST MINIGAME

The toughest part of this year's minigame category was not letting a certain game with furry simians steal every nomination—but there's still strong competition to be found.

1. Clear-Cut Challenge (Pokémon Stadium 2)
2. Dancing (Legend of Zelda: Oracle of Ages/Seasons)
3. Fowl Play (Mario Party 3)
4. Home Run Contest (Super Smash Bros. Melee)
5. Monkey Fight (Super Monkey Ball)
6. Monkey Target (Super Monkey Ball)
7. Pachisi Tracks (Dragon Warrior III)
8. Wario's Home Run Derby (Wario Land 4)

Q MOST INNOVATIVE GAME

Creativity is not always rewarded in the video game industry, but it's always appreciated in the pages of NP. There are so many quality choices, it might be hard to pick(min) just one.

1. Advance Wars
2. ChuChu Rocket!
3. Fortress
4. Kirby's Tilt 'n' Tumble
5. Luigi's Mansion
6. Pikmin
7. Pinobee: Wings of Adventure (GBA)
8. Super Monkey Ball
9. Toki Tori

P BEST REPLAY VALUE

If you were on a deserted island (er, and somehow had electricity), which game would keep you occupied while you waited to be rescued? Just remember to bring a Controller for Wilson.

1. Advance Wars
2. Dragon Warrior Monsters 2: Cobi's Journey/Tara's Adventure (GBC)
3. Jurassic Park 3: Park Builder (GBA)
4. Madden NFL 2002 (GCN)
5. Monster Rancher Advance (GBA)
6. Pokémon Crystal
7. Super Monkey Ball
8. Super Smash Bros. Melee
9. Tetris Worlds (GBA)

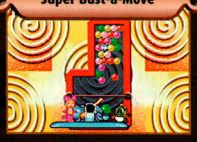
Jurassic Park 3: Park Builder

Tetris Worlds

Pinobee: Wings of Adventure

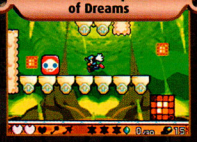
Fortress

ChuChu Rocket!


Super Bust-a-Move

F-Zero: Maximum Velocity

Bomberman Tournament


Klonoa: Empire of Dreams

LEGO Island 2: The Brickster's Revenge

(R) BEST NEW CHARACTER

We couldn't decide if Pikmin were characters or weapons, so we included them in both categories—but they'll get plenty of competition from zany characters of all stripes.

1. Eddie (SSX Tricky)
2. The Playable Female Trainer (Pokémon Crystal)
3. GonGon (Super Monkey Ball)
4. Moosh the Bear (Legend of Zelda: Oracle of Ages/Seasons)
5. Pikmin
6. Professor E. Gadd (Luigi's Mansion)
7. Professor Kolorado (Paper Mario)
8. Sandbag (Super Smash Bros. Melee)
9. Serena Del Mar (Wave Race: Blue Storm)

(S) BEST NEW VILLAIN

Though heroes get all the ink, everyone secretly loves the villains. From walking metal soldiers to classic RPG baddies, who (or what) made you hide under the bed?

1. Catbat (Wario Land 4)
2. Emperor Bulblax (Pikmin)
3. Giga Bowser (Super Smash Bros. Melee)
4. Jr. Koopa (Paper Mario)
5. King Boo (Luigi's Mansion)
6. Saturos and Menardi (Golden Sun)
7. Sturm (Advance Wars)
8. Tubba Blubba (Paper Mario)
9. Veran (Legend of Zelda: Oracle of Ages)

(T) BEST NEW WEAPON/ITEM

No game is complete without gadgets and gizmos to awe and impress. Or perhaps you'd rather skip all the widgets and go straight for the gigantic blaster. The choice is yours.

1. Advanced TIE Fighter (*Star Wars* Rogue Squadron II: Rogue Leader)
2. The Big Boxing Glove (Super Monkey Ball)
3. CDs (Wario Land 4)
4. Djinn (Golden Sun)
5. DSS Cards (Castlevania: Circle of the Moon)
6. Magnetic Gloves (Legend of Zelda: Oracle of Seasons)
7. Pikmin
8. The Poltergust 3000 (Luigi's Mansion)
9. Super Scope (Super Smash Bros. Melee)

The Legend of Zelda: Oracle of Seasons

Dragon Warrior Monsters 2: Tara's Adventure

Wendy the Witch: Every Witch Way

Magi-Nation

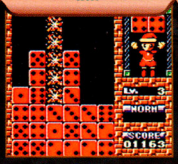
Toki Tori

Zoboomafoo: Playtime in Zobooland

Hands of Time

Diva Starz: Mall Mania

NSYNC: Get to the Show


Rox

U WHY AREN'T YOU PLAYING THIS?

For every so-so game that goes quadruple platinum there are plenty of high-quality titles that get lost in the shuffle—so choose the one game that deserved more attention in 2001.

1. Kirby's Tilt 'n' Tumble
2. Klonoa: Empire of Dreams (GBA)
3. Lady Sia (GBA)
4. LEGO Island 2: The Brickster's Revenge (GBA)
5. Magi-Nation
6. Snoopy Tennis (GBC)
7. Super Dodge Ball Advance (GBA)
8. Wendy the Witch: Every Witch Way

V WEIRDEST TITLE

Isn't one Tang enough? What is a ChuChu Rocket, anyway? And really . . . Paper Mario? What's next, Scissors Zelda? Vote for the title that had you the most befuddled.

1. ChuChu Rocket!
2. Ecks vs. Sever (GBA)
3. Paper Mario
4. Pikmin
5. Rox (GBC)
6. Snood
7. Tang Tang
8. Toki Tori
9. Zoboomafoo: Playtime in Zobooland (GBC)

W STRANGEST CONCEPT OR PLOTLINE

Picking up trash, launching potatoes and becoming a boy band lackey are just some of the unusual mission objectives we saw in 2001. Pick the one idea that made you say "huh?"

1. Infiltrate secret project BSBODSOM (Build Secret Base on Dark Side of Moon) and stop an evil alien from assimilating humans into his cyborg army of terror. (Back Track, GBA)
2. Help four young girls shop until they drop and put on a fab-a-licious fashion show. (Diva Starz: Mall Mania, GBC)
3. Watch a scientist working for a totalitarian regime send his son to an alternate reality where medieval castles coexist with Panzer tanks, giant rats and fedora-wearing heavies. (Hands of Time, GBC)
4. Help potatoes from Mars fall in love by launching them out of a converted school bus. (Hot Potato! GBA)
5. Become a young punk who must defeat aliens with a turntable. (No Rules: Get Phat, GBA)
6. Drive a limo and run errands for NSYNC, then watch them dance around. (NSYNC: Get to the Show, GBC)
7. Complete mind-bending puzzles with the assistance of gigantic monsters. (Rampage Puzzle Attack, GBA)
8. Pick up garbage in exchange for magic hats that let you enter different sections of a theme park while answering Woody Woodpecker's arcane trivia questions. (Universal Studios Theme Parks Adventure, GCN)

Back Track

Hot Potato!

Ecks vs. Sever

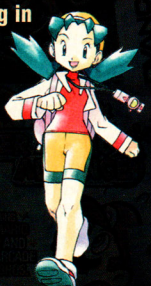
Tang Tang

Snood

X THE HARDEST JOB IN ALL OF GAMING

Some tasks are hard, but some are downright impossible. Stop breaking your Controller and pick the video game mission with the highest "Aaaarrrghh!" factor.

1. Beat Dragon Warrior 3 without a party
2. Beat Pokémon Stadium 2 with rental Pokémon
3. Clear Ace Mode in *Star Wars* Rogue Squadron II: Rogue Leader
4. Clear the Battle Tower in Pokémon Crystal
5. Clear Crossbone Isle in Golden Sun
6. Clear Expert Mode without falling in Super Monkey Ball
7. Earn the A and H houses in Luigi's Mansion
8. Unlock every trophy in Super Smash Bros. Melee



Z MOST FRUSTRATING MOMENT

Sometimes you beat the game, and sometimes the game beats you. The following list of terrible moments is enough to make even the NP Krew weep with frustration.

1. Being eliminated by the 99th fighter in Super Smash Bros. Melee's 100-Man Melee
2. Falling at the end of a 300,000-point combo in Tony Hawk's Pro Skater 3
3. Falling at the end of a perfect run in Super Monkey Ball
4. Having the *Millennium Falcon* hit an asteroid during a cut scene in the Asteroid Field level of *Star Wars* Rogue Squadron II: Rogue Leader
5. Losing a character in Aidyn Chronicles: The First Mage only to realize that there is no way to bring him or her back to life
6. Losing the final battle in Advance Wars after playing for hours
7. Scoring an own goal in FIFA Soccer 2002
8. Trying to get the boat to sail in Golden Sun
9. Watching helplessly as all your Pikmin get devoured by Emperor Bulblax

Y BEST WAY TO AMAZE YOUR FRIENDS

This category isn't about earning points or doing something difficult—it's about making spectators drop their jaws in amazement. How do you make friends and impress onlookers?

1. Check someone through the glass in NHL Hitz 20-02
2. Do a Double Back Flip in Wave Race: Blue Storm
3. Perform an Uber Trick in SSX Tricky
4. Scroll through the list of wrestlers in Fire Pro Wrestling (GBA)
5. Smash an opponent off the stage in Super Smash Bros. Melee
6. Stop the car chase in Tony Hawk's Pro Skater 3 (GCN)
7. Summon Judgment in Golden Sun
8. Unlock the *Slave I* in *Star Wars* Rogue Squadron II: Rogue Leader

VOTE EARLY, VOTE OFTEN

Subscribers, don't forget to go to nintendopower.com for your chance to vote in additional categories! We'll print all the results in the upcoming May 2002 issue of Nintendo Power.

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1 Nintendo GameCube

and

5 Nintendo GameCube Game Discs

Your choice of any five games from the entire Nintendo GameCube library.*

10 SECOND PLACE WINNERS

1 Game Boy Advance

and

3 Game Boy Advance Game Paks

Your choice of any three games from the entire Game Boy Advance library.*

50 THIRD PLACE WINNERS

1 Nintendo Power T-shirt

*Games selections subject to availability.

2001 RELEASES

Nintendo GameCube Games

1. All-Star Baseball 2002
2. Batman Vengeance
3. Crazy Taxi
4. Dave Mirra Freestyle BMX 2
5. Disney's Tarzan: Untamed
6. Extreme G 3
7. FIFA Soccer 2002
8. Luigi's Mansion
9. Madden NFL 2002
10. NFL Quarterback Club 2002
11. NHL Hitz 20-02
12. Pikmin
13. SSX Tricky
14. The Simpsons: Road Rage
15. *Star Wars* Rogue Squadron II: Rogue Leader
16. Super Monkey Ball
17. Super Smash Bros. Melee
18. Tony Hawk's Pro Skater 3
19. Universal Studios Theme Park Adventure
20. Wave Race: Blue Storm

Nintendo 64 Games

21. Aidyn Chronicles: The First Mage
22. Dr. Mario 64
23. Madden NFL 2002
24. Mario Party 3
25. Mega Man 64
26. Paper Mario
27. Pokémon Stadium 2
28. Powerpuff Girls: Chemical X-Traction
29. Super Bowling
30. Tony Hawk's Pro Skater 2

Game Boy Advance Games

31. Advance Wars
32. Alienators: Evolution Continues
33. American Bass Challenge
34. Army Men Advance
35. Army Men: Operation Green
36. Back Track
37. Batman Vengeance
38. Bomberman Tournament
39. Boxing Fever
40. Breath of Fire
41. Caesar's Palace Adventures
42. Castlevania: Circle of the Moon
43. ChuChu Rocket!
44. Cruis'n Velocity
45. Dave Mirra Freestyle BMX 2
46. Dexter's Laboratory: Deeaster Strikes
47. Disney/Pixar's Monsters, Inc.
48. Disney's Atlantis: The Lost Empire
49. Disney's Donald Duck Advance
50. Dokapon
51. Doom
52. Driven
53. Earthworm Jim
54. Ecks vs. Sever
55. ESPN Final Round Golf 2002
56. ESPN Great Outdoor Games: Bass Fishing 2002
57. ESPN X-Games: Skateboarding
58. E.T. The Extra-Terrestrial
59. F-14 Tomcat
60. F-Zero: Maximum Velocity
61. Final Fight One
62. Fire Pro Wrestling
63. Flintstones: Big Trouble in Bedrock
64. Fortress
65. Frogger's Adventure: Temple of the Frog
66. Gadget Racers
67. Golden Sun
68. Gradius: Galaxies
69. GT Advance Championship Racing
70. Harry Potter & the Sorcerer's Stone
71. High Heat Major League Baseball 2002
72. Hot Potato!
73. Hot Wheels: Bumin' Rubber
74. Iridion 3D
75. Jackie Chan Adventures: Legend of the Dark Hand
76. Jimmy Neutron Boy Genius
77. Jurassic Park 3: Island Attack
78. Jurassic Park 3: Park Builder
79. Jurassic Park 3: The DNA Factor
80. Kao the Kangaroo
81. Klonoa: Empire of Dreams
82. Konami Krazy Racers
83. Lady Sia
84. LEGO Bionicle
85. LEGO Island 2: Brickster's Revenge
86. LEGO Racers 2
87. Madden NFL 2002
88. Mario Kart: Super Circuit
89. Mat Hoffman's Pro BMX
90. Mech Platoon
91. Mega Man Battle Network
92. Men in Black: The Series
93. Midnight Club Street Racing
94. Midway's Greatest Arcade Hits
95. Monster Rancher Advance
96. MX 2002 Featuring Ricky Carmichael
97. Namco Museum Advance
98. Nancy Drew: Message in a Haunted Mansion
99. NFL Blitz 20-02
100. No Rules: Get Phat
101. Pac-Man Collection
102. Phalanx
103. Pinobee: Wings of Adventure
104. Pitfall: The Mayan Adventure
105. Planet Monsters
106. Planet of the Apes
107. Powerpuff Girls: Mojo Jojo a-Go-Go
108. Power Rangers: Time Force
109. Prehistorik Man
110. Rampage Puzzle Attack
111. Rayman Advance
112. Razor Freestyle Scooter
113. Ready 2 Rumble Boxing Round 2
114. Rocket Power: Dream Scheme
115. Rugrats Castle Capers
116. Scooby Doo & the Cyber Chase
117. Shaun Palmer's Pro Snowboarder
118. Snood
119. Spider-Man: Mysterio's Menace
120. SpongeBob SquarePants: SuperSponge
121. Sports Illustrated for Kids Baseball
122. Sports Illustrated for Kids Football
123. Spyro: Season of Ice
124. *Star Wars* Episode I: Jedi Power Battles
125. Super Bust-a-Move
126. Super Dodge Ball Advance
127. Super Mario Advance
128. Super Street Fighter 2: Turbo Revival
129. Tang Tang
130. Tetris Worlds
131. Tom and Jerry: The Magic Ring
132. Tony Hawk's Pro Skater 2
133. Top Gear GT Championship
134. Tweety and the Magic Gems
135. Wario Land 4
136. Wild Thornberrys: Chimp Chase
137. World Wrestling Federation: Road to Wrestlemania
138. X-Men: Reign of Apocalypse

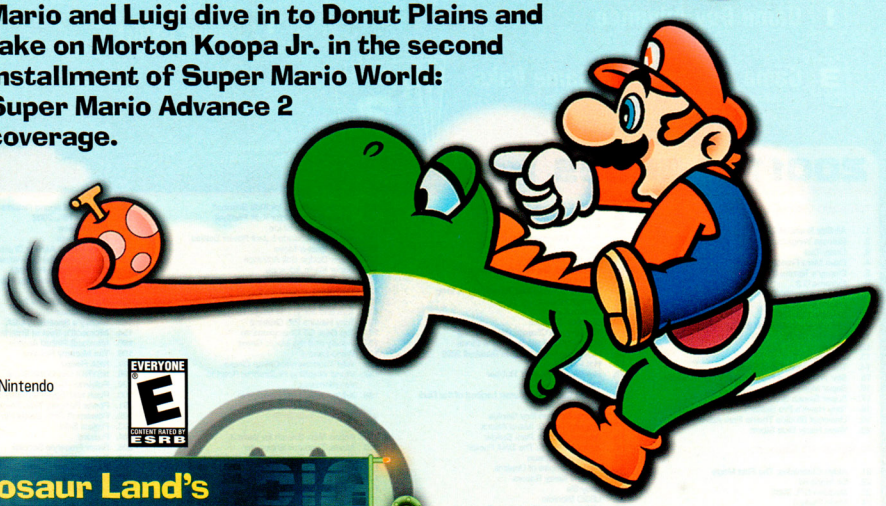
Game Boy Games

139. Action Man: Search for Base X
140. Aliens: Thanatos Encounter
141. Alone in the Dark: The New Nightmare
142. Antz Racing
143. Army Men: Portal Runner
144. Barbie Kelly Club: Clubhouse Fun
145. Barbie Pet Rescue
146. Batman: Chaos in Gotham
147. Blue's Clues Alphabet Book
148. Bob the Builder: Fix It Fun
149. Commander Keen
150. Croc 2
151. Cubix: Robots for Everyone Race'n Robots
152. Dexter's Laboratory: Robot Rampage
153. Disney/Pixar's Monsters, Inc.
154. Disney's Atlantis: The Lost Empire
155. Disney's Toy Story Racer
156. Diva Stars: Mall Mania
157. Dracula: Crazy Vampire
158. Dragon's Lair
159. Dragon Tales Dragon Adventure
160. Dragon Warrior 3
161. Dragon Warrior Monsters 2: Cobi's Journey
162. Dragon Warrior Monsters 2: Tara's Adventure
163. ESPN National Hockey Night
164. E.T.: Digital Companion
165. E.T.: Escape from Planet Earth
166. Fisher-Price Rescue: Heroes Fire Frenzy
167. The Flintstones: Burgertime in Bedrock
168. Hands of Time
169. Harry Potter & the Sorcerer's Stone
170. Harvest Moon 3
171. Indiana Jones & the Infernal Machine
172. Inspector Gadget: Operation Mad Kactus
173. JumpStart Dino Adventure Field Trip
174. Kirby's Tilt 'n' Tumble
175. The Land Before Time
176. Legend of the River King 2
177. The Legend of Zelda: Oracle of Ages
178. The Legend of Zelda: Oracle of Seasons
179. LEGO Island 2: The Brickster's Revenge
180. LEGO Racers
181. LEGO Stunt Rally
182. Lufia: The Legend Returns
183. Madden NFL 2002
184. Magi-Nation
185. Mario Tennis
186. Mary Kate & Ashley: Crush Course
187. Mary Kate & Ashley: Winner's Circle
188. Mat Hoffman's Pro BMX
189. Matchbox Emergency Patrol
190. Mega Man XTreme
191. Mega Man XTreme 2
192. Metal Walker
193. Mickey's Speedway USA
194. Microsoft's Best of Entertainment Pack
195. Microsoft Pinball Arcade
196. The Mummy Returns
197. NBA Hoopz
198. NSYNC: Get to the Show
199. Pokémon Crystal
200. Pooh and Tigger's Hunny Safari
201. Power Rangers Time Force
202. Powerpuff Girls: Battle Him
203. Project S-11
204. Puzzled
205. Razor Freestyle Scooter
206. Return of the Ninja
207. Rocket Power: Gettin' Air
208. Roswell Conspiracies: Aliens, Myths and Legends
209. Rox
210. Sabrina the Animated Series: Spooked!
211. Scooby Doo: Classic Creep Capers
212. Sesame Street Sports
213. Shaun Palmer's Pro Snowboarder
214. Shrek: Fairy Tale Freakdown
215. The Simpsons: Night of the Living Treehouse of Horror
216. Snoopy Tennis
217. Spider-Man 2: The Sinister Six
218. SpongeBob SquarePants: Legend of the Lost Spatula
219. Stuart Little: The Journey Home
220. Tech Deck Skateboarding
221. Tiny Toons Adventures: Buster Saves the Day
222. Toki Tori
223. Tom and Jerry: Mouse Hunt
224. Tomb Raider: Curse of the Sword
225. Tony Hawk's Pro Skater 3
226. Top Gun: Firestorm
227. Troubalis
228. Ultimate Surfing
229. Walt Disney's Snow White and the Seven Dwarves
230. Wendy the Witch: Every Witch Way
231. Woody Woodpecker
232. The World Is Not Enough
233. World Wrestling Federation: Betrayal
234. Xena: Warrior Princess
235. X-Men: Wolverine's Rage
236. X-treme Wheels
237. Zoboomafoo: Playtime in Zobooland

SUPER MARIO WORLD®

SUPER MARIO ADVANCE 2

Mario and Luigi dive in to Donut Plains and take on Morton Koopa Jr. in the second installment of Super Mario World: Super Mario Advance 2 coverage.



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EVERYONE E CONTENT RATED BY ESRB

Dinosaur Land's Lovely Locales

Last month, we took you on a tour of Yoshi's Island, where we met the friendly dino. This month, we're on to the area just north of Yoshi's Island, Donut Plains. Within Donut Plains is the first secret path that leads to Star Road.

1. YOSHI'S ISLAND
2. DONUT PLAINS
3. VANILLA DOME
4. TWIN BRIDGES
5. FOREST OF ILLUSION
6. CHOCOLATE ISLAND
7. VALLEY OF BOWSER
1. STAR ROAD

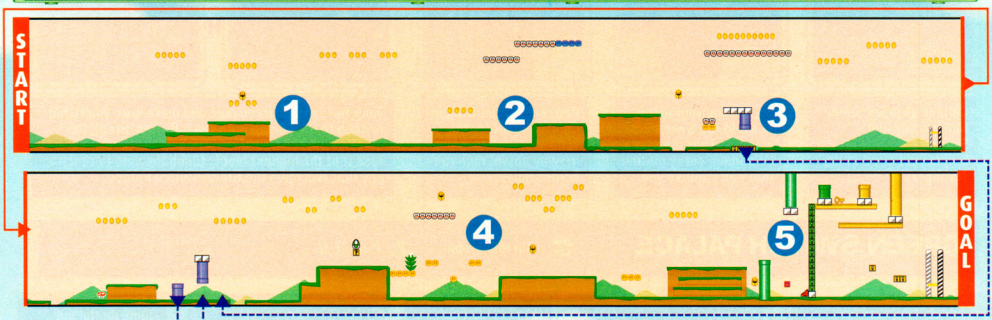
DINOSAUR LAND WORLD 2

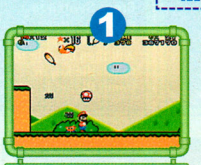
DONUT PLAINS

Donut Plains is very different from Yoshi's Island. Unlike the rather simple first area, it features a Ghost House, hidden areas and one of the entrances to Star Road. The first Cape Feathers in the game are also found there.

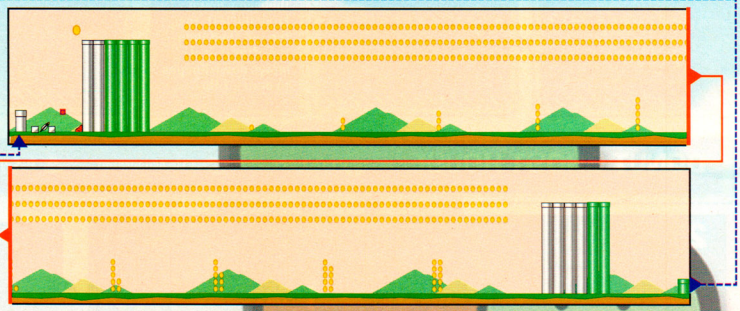
DONUT PLAINS 1

Dragon Coin · Super Mushroom · Vine · Key · Cape Feather





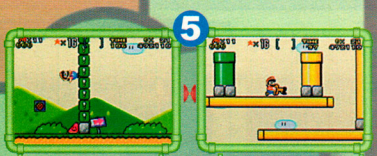
When you run past the short bush, a Super Mushroom will pop out of it. If you jump on a Super Koopa with a flashing cape, it will drop a Cape Feather.



If you have a cape, hit B to take the Volcano Lotus out. If you don't have a cape, avoid the plant.

Inside the blue pipe, play the 1-Up Game to earn 1-Up Mushrooms. When you leave, go left to hit the checkpoint.

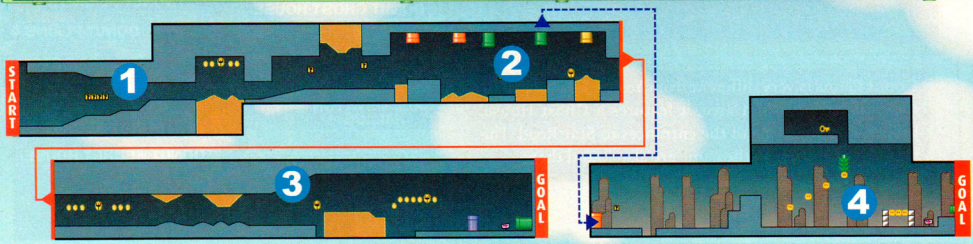
You can defeat the Chargin' Chuck with a whirl of your cape, but if you haven't got a cape, avoid the athlete.



After you've reached the Green Switch Palace, use the red, slanted block to run up the green blocks. Avoid the flock of Super Koopas. At the top of the pile of green blocks, you'll find a key. Use the key to open Donut Secret 1.

DONUT PLAINS 2

Dragon Coin · Key · Vine



Collect as many Super Mushrooms and Feathers as you can. Swing your cape at the Swoopers.

Try to time your jumps to avoid the Swoopers' attacks. They move in a swooping, curvy motion that can confuse you.

Pause after the Dragon Coin and wait for the yellow ground to make its way down, then run across quickly.

Take the second green pipe and make sure you're big enough to Spin Jump with the R Button. Break the blocks with the Spin Jump, pick up the blue shell, and toss it at the highest block. Climb the vine to reach a key that will open the Green Switch Palace.

GREEN SWITCH PALACE

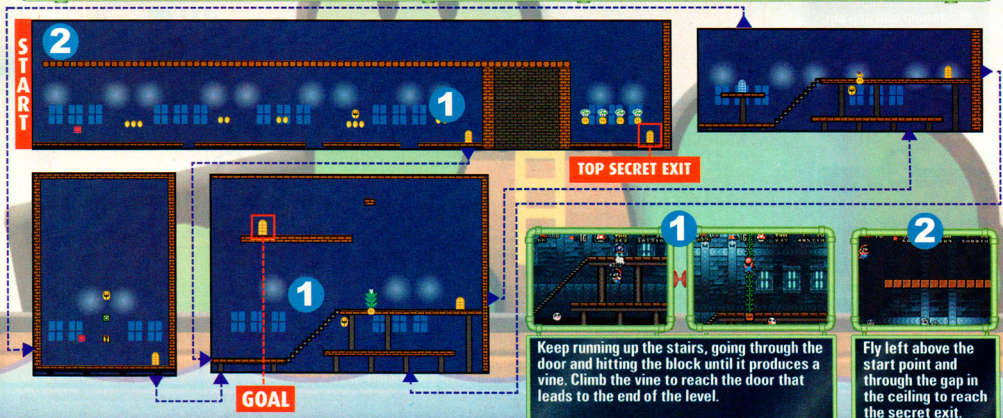
1-Up Mushroom · P-Switch

Hit the P-Switch then jump down. From the left, toss the red shell then run after it as it mows down Koopas to earn a 1-Up.

Jump on the big Green Switch to make the green blocks appear. You will then be able to reach the key in Donut Plains 1.

DONUT GHOST HOUSE

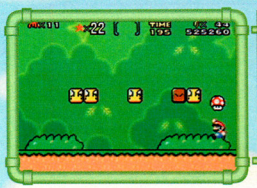
Dragon Coin · 1-Up Mushroom · P-Switch · Vine



Keep running up the stairs, going through the door and hitting the block until it produces a vine. Climb the vine to reach the door that leads to the end of the level.

Fly left above the start point and through the gap in the ceiling to reach the secret exit.

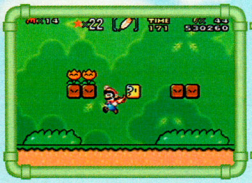
TOP SECRET AREA



If you enter the Top Secret Area as normal Mario, you'll get a Super Mushroom from the first block you hit. You can return to the Top Secret Area whenever you need a boost.

The two blocks on the right have Cape Feathers when you hit them as a powered-up Mario (Super, Caped or Fire).

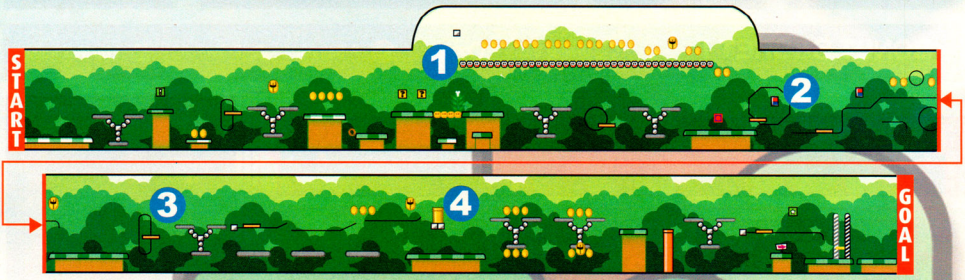
Yoshi is in the center block. If you already have Yoshi when you enter the Top Secret Area, you'll pick up a 1-Up Mushroom instead. You can return for the 1-Up Mushrooms as many times as you like.



Fire Flowers appear in the two blocks on the left when you hit the blocks as a powered-up Mario.

DONUT PLAINS 3

Dragon Coin Vine



Yoshi can sprout wings and fly when he swallows a blue shell or blue-shelled Koopa. Fly up to the clouds to collect coins and a Dragon Coin. The effect of the blue shell will wear off after a short time, but you'll be able to reach the upper area before it does.

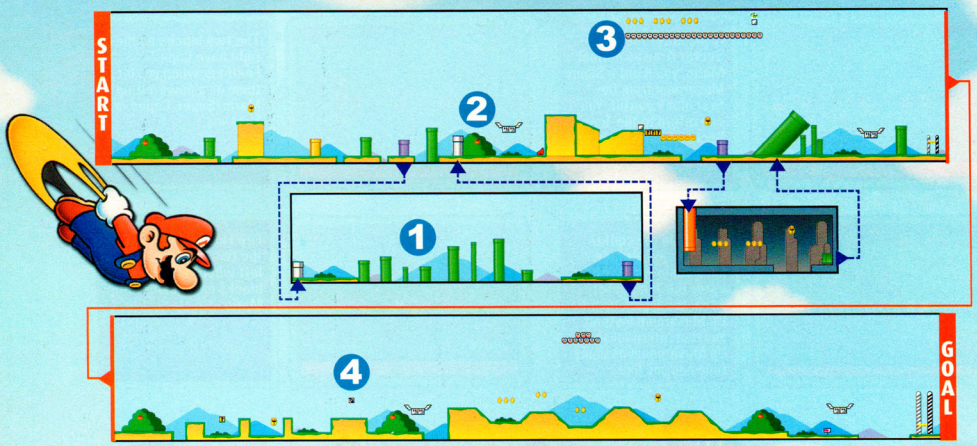
Jump up to hit the switches when you're underneath them to turn them on or off so you can continue on.

Yoshi won't be harmed by the furry creatures—he'll just bounce on them—but the creatures can hurt Mario.

Play the game again to win 1-Up Mushrooms. You have to hit the blocks in the right order to win.

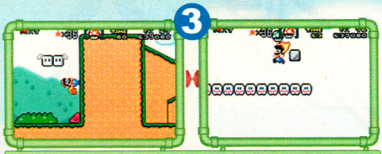
DONUT PLAINS 4

Dragon Coin · 1-Up Mushroom



You don't have to go down the first blue pipe. Time your jumps over the moving pipes in the next area if you do.

When you see a Flying Hammer Brother in this level, knock it down and use its platform to get to the higher areas.

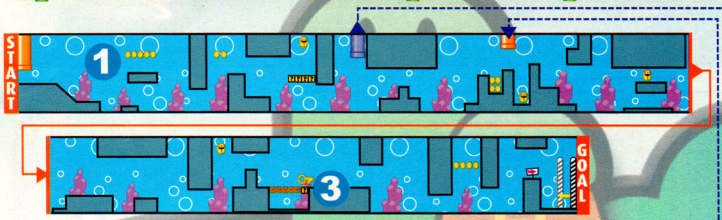


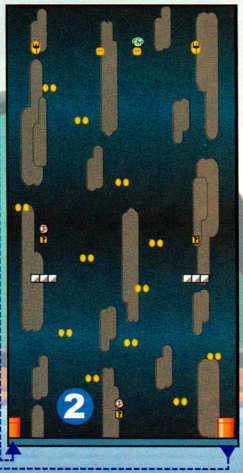
If you have Yoshi, eat a blue Koopa and fly up to the clouds. Otherwise, use the cape to fly up. At the top, hop around the white block counterclockwise to receive a 1-Up Mushroom. It's very tough to get the 1-Up Mushroom. Don't let the time run out while trying!

The Roulette Block gives many different types of power-ups. Good timing will get you what you want.

DONUT SECRET 1

Dragon Coin · Key · P-Balloon · P-Switch · 1-Up Mushroom





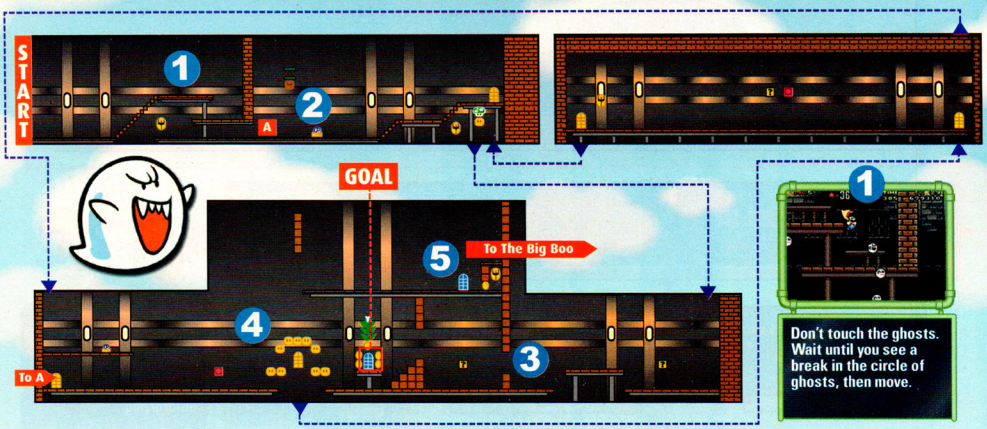
Fire Flower power works wonders against the enemies, as does Yoshi.

Hit the blocks containing the P-Balloons to make your way up. Grab the Dragon Coins.

Carry the P-Switch to the keyhole, hit the P-Switch, swim under the coins and hit the block to get a key. Use the key to enter a secret area. You can also hit the P-Switch where you find it and swim to the keyhole area if you're fast.

DONUT SECRET HOUSE

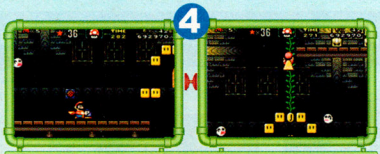
P-Switch | 1-Up Mushroom | Vine | Trampoline



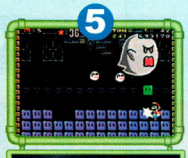
Don't touch the ghosts. Wait until you see a break in the circle of ghosts, then move.

Hit the P-Switch to get the Trampoline. Face away from the Boo and bounce. Run past the Boo when you can.

Avoid the Boos and be sure to watch your back. The ghostly creatures will close in when you're not facing them.



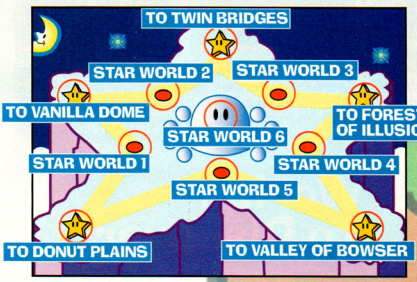
Move the P-Switch to the floating door. Hit the switch, then hit the yellow block above the yellow door to reveal a vine. Climb the vine and enter the door before it fades away. To reach Donut Secret 2, exit through the blue door marked "Goal" instead.

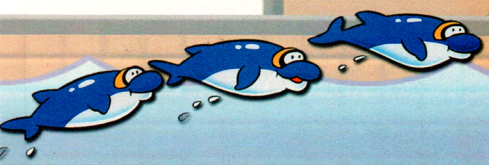


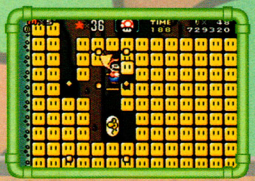
Pick up blocks with B. Hit the Big Boo three times to defeat it. Watch out for the little ghosts.

STAR ROAD

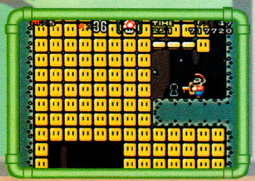
Key







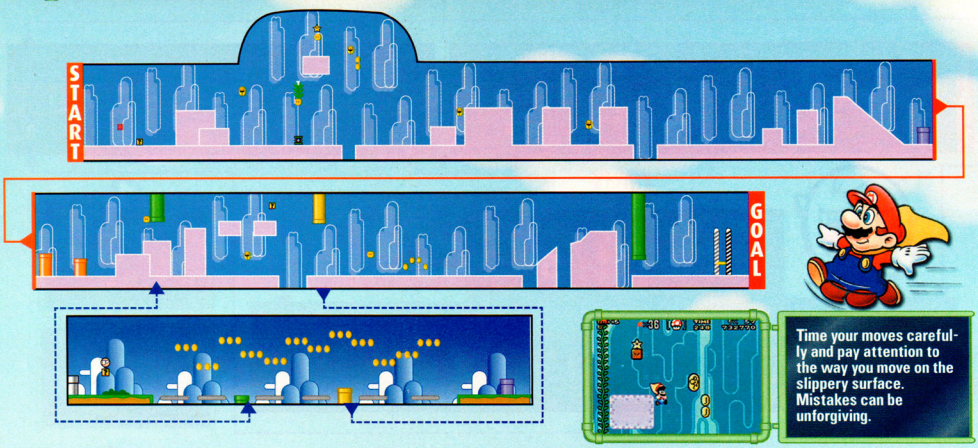
Move to the right whenever you can, and break the blocks as you do. You'll come upon a key and a keyhole.



The key opens Star World 2. Open as many of the Star Worlds as you can. They'll take you far!

DONUT SECRET 2

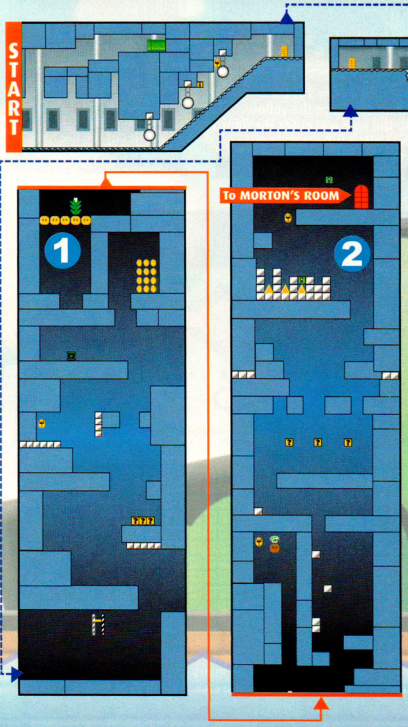
Dragon Coin · Vine · Starman · Trampoline · P-Balloon

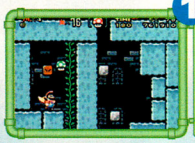


Time your moves carefully and pay attention to the way you move on the slippery surface. Mistakes can be unforgiving.

MORTON'S CASTLE

Dragon Coin · 1-Up Mushroom · Trampoline · Vine





1. Hit the second block from the right, climb the vine, then hit the hidden block for a 1-Up Mushroom.

2. Climb past the vine and up more moving blocks to reach the top. Watch the blocks carefully—they're tricky!

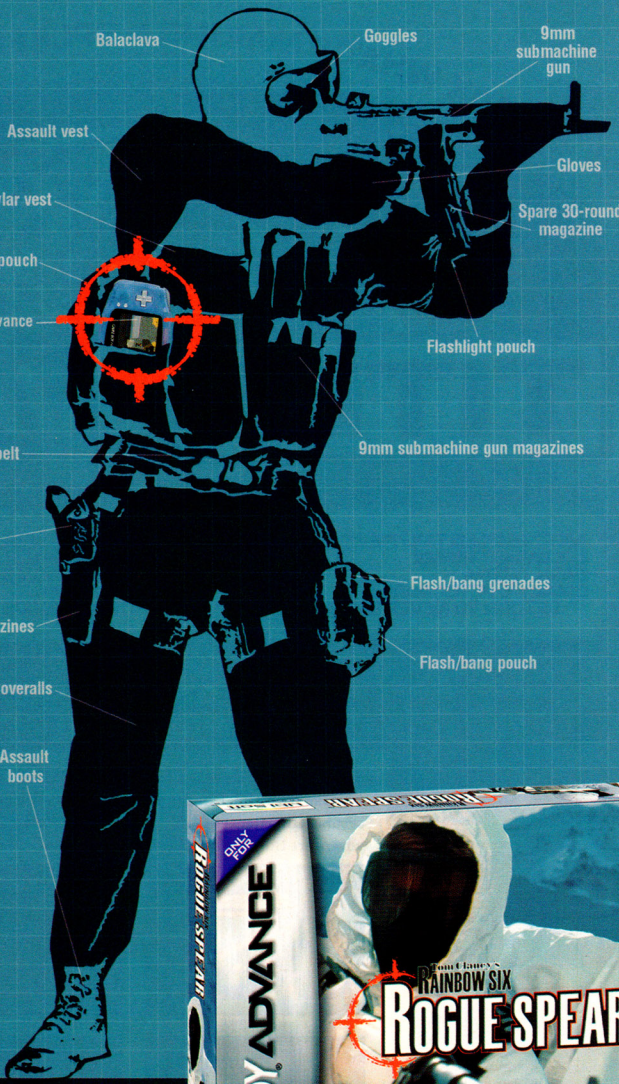
Morton Koopa

Jump on Morton Koopa's head three times to defeat him. Dodge his attacks from the ceiling—he'll try to squish you, and his landing may paralyze you briefly even if he doesn't hit you.

Many Worlds to Discover

As you can see from the map on page 116, there are many worlds left to explore in Super Mario World: Super Mario Advance 2. For complete coverage of the enormous game, check out Nintendo Power Advance Volume 4.

DON'T LEAVE BASE WITHOUT IT.



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TEEN T CONTENT RATED BY ESRB
Animated Blood
Violence

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LOOK WHAT'S MAKING A SPLASH THIS MONTH!

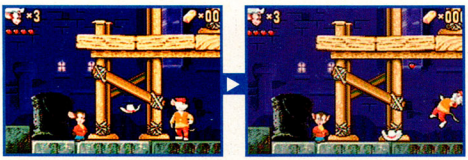
TITLE WAVE

AN AMERICAN TAIL: FIEVEL'S GOLD RUSH
COLUMNS CROWN
DARK ARENA
DISNEY'S PETER PAN: RETURN TO NEVER LAND
ECKS VS. SEVER
JONNY MOSELEY MAD TRIX
MIKE TYSON BOXING
PUYO POP
TONY HAWK'S PRO SKATER 3

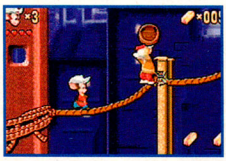
EVERYONE
E
CONTENT RATED BY ESRB

AN AMERICAN TAIL: FIEVEL'S GOLD RUSH

Somewhere out there is a treasure map leading to a wealth of gold, and Fievel the mouse is out to stake his claim. Conspiracy Entertainment's GBA side-scroller takes place after the rodent's second animated film, *An American Tail: Fievel Goes West,* and it's a one-player, cross-country adventure filled with platformer action and squeaky-clean fun.



Since he's moseying his way out west, Fievel dons a cowboy hat. The hat is magical, and you can hit A to throw it like a boomerang to defeat enemies. If the cowboy hat can make an uninterrupted return flight, it will come back to you. Even if you leave it behind, the hat will reappear on Fievel's head after several seconds.



If you use the hat attack to fend off a keg-tossing rat, the enemy will drop its load and it will quickly barrel toward you. Attack from a distance so you'll have enough time to jump out of the way.

Explore the upper and lower reaches of every area. Each level contains 100 gold bars, and you'll win an extra life if you strike it rich by finding all of the hidden treasure.

In the cat fight at the end of the third level, jump onto the tall chimney and wait for your feline foe to walk by the weather vane. When he approaches it, jump on it so the arrowhead bonks him on the head.

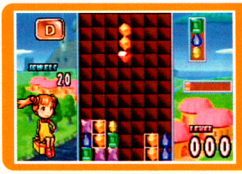
POWER PLAY

The heart power-up gives you an extra life. Most hearts float in hard-to-reach places. If you can't jump high enough to reach a heart, bounce off an enemy's head to give yourself a boost.

EVERYONE
E
CONTENT RATED BY ESRB

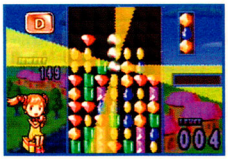
COLUMNS CROWN

When the magical gems from Princess Dazzle's crown disappear, her daughters take up the puzzling task of retrieving them. Published by THQ, Sega's royally difficult stack-'em-up drops columns of jewels into the playing field. To win back the crown jewels and keep the playing area clear, you must arrange the falling chains so they form a vertical, diagonal or horizontal row of three or more like gems.



POWER PLAY

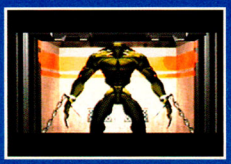
The next trio of jewels that will fall into the playing field appears in the upper-right corner of the screen. By knowing which gems will come into play next, you'll be able to plan ahead and set up chain reactions.



A column of Black Magic Gems will appear when you've cleared a certain number of jewels. When you place the special gems on top of a jewel, they'll magically eliminate every gem that matches its color.

In Vs. Mode, you'll earn spellbinding Magic Gems that can jinx your opponent. The Freeze Spell prevents your opponent from shuffling up the gem positions in the falling chains. To use the Freeze Spell or another Magic Gem, you must clear the number of gems required to power up the spell. With the Multi-Pak trading function, gem hunters can link up and trade the Magic Gems they've collected.

Columns Crown features Multi- and Single-Pak fun for two players. The game also boasts three one-player modes. In Flash Columns Mode, you must clear a path to the buried crown jewel before time runs out.



TEEN
T
CONTENT RATED BY ESRB
Violence

DARK ARENA

Go ballistic in Majesco's Dark Arena, a first-person shooter loaded with heavy artillery, mutated monsters and miles of mazes and hallways to roam. Surefire excitement for first-person action fans, Dark Arena offers Multi-Pak showdowns, so up to four players can hunt one another in the game's sprawling battle zones.

POWER PLAY

When you're outnumbered, keep your distance so you'll have enough time and room to dodge incoming shots. Use the L and R Buttons to sidestep to safety while keeping your weapon fixed on your assailant.

Dark Arena packs a half-dozen guns. Defeated enemies leave behind weapons such as the powerful Bolt Gun.

Enemies attack from all sides. Set your sights on windows and ledges where gun-toting beasties tend to station themselves.

In the first level's wide-open area, approach the yellow column and hit B to activate the elevator. Ride it to find the White Security Card.

Monsters often guard power-ups. Spheres are health upgrades, so collect one to revitalize after a heated shoot-out.

Defeat the horned monster, then turn around to battle more soldiers. The illuminated red wall near their hangout is a secret door.

Pylons explode if you shoot them, so fire at them to toast nearby enemies. Destroy pylons from a safe distance to avoid the blast.

EVERYONE

Mild Violence

CONTENT RATED BY ESRB

DISNEY'S PETER PAN: RETURN TO NEVER LAND

After all these years, Peter Pan hasn't grown up but his friend, Wendy, has. In his new movie, *Disney's Peter Pan: Return to Never Land,* Peter embarks on an adventure with Wendy's children, and you can relive their adventure in Disney Interactive's companion game. On GBA, the magic sparkles through platformer action, fast-paced flying levels and amazing full-motion clips from the film.

POWER PLAY

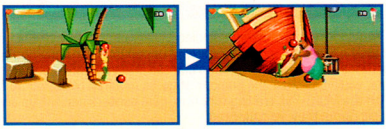
Use the B Button for attacks. When enemies are a few steps away from you, tap B to throw your knife at them. In close combat, press and hold L while tapping B to poke your foes with your knife. Two tosses or stabs will defeat them.

Peter Pan can fly only when Tinker Bell is with him. Pixie dust keeps him afloat, so refill his limited supply of air power with gold or purple vases.

In the second level, you must fly with Wendy's children, Jane and Danny. Keep your pixie-dust supply full and fly close to the kids or they'll fall.

If you find a Movie Reel, you'll unlock a video clip. The first reel is hidden in the jungle area, where monkeys, tigers and pirates lurk.

Captain Hook's pirates have captured Tinker Bell, and she's somewhere on the beach. Fend off crabs, parrots and pirates to reach her.



Once you've defeated the pirates by Tinker Bell's cage, press R to pick up one of the coconuts on the ground. Hit R to toss it into the bucket, and keep weighing down the bucket with coconuts until you've freed Tink. For more ammo, throw your knife at the coconut dangling from the nearby tree.

TEEN

Violence

CONTENT RATED BY ESRB

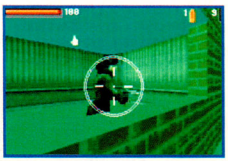
ECKS VS. SEVER

Based on an upcoming action movie of the same name, BAM!'s high-powered shooter lets you play as rogue FBI agent Jonathan Ecks or NSA operative Sever. The film focuses on the agents' rivalry and the government conspiracy that affects them both, and the game conveys the intrigue and excitement with 24 mission-based levels filled with trigger-happy thrills and stealthy strategy.

POWER PLAY

The story and mission objectives will vary depending on the character you use. If you play as Ecks, you'll start the game in an alley. Once you infiltrate the warehouse, blast the explosive barrels to defeat the guards in a single move.

Ecks vs. Sever is armed with nine different guns and two types of explosives. The Jackhammer is one of the rapid-fire weapons. Use it when you're surrounded by many enemies.



Get a closer look at faraway targets with the Sniper Rifle. Hit A to look into the sight, then use L and R to zoom. You can't walk when you're sniping, so hit B to exit the mode if you need to take evasive action.

Sidestep into a room while keeping your back to the wall to avoid being blindsided. The technique also works well in Multiplayer Mode, which features shoot-outs, bombing runs and assassinations.

Sneak into hidden passages, such as ventilation ducts. Blast away the grating to open the tunnel, then duck into the passage by pressing L and R simultaneously.

EVERYONE
E
CONTENT RATED BY ESRB

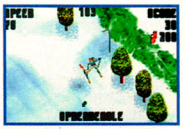
JONNY MOSELEY MAD TRIX

Who says trix are for kids? The Mad Trix that freestyle skiing sensation Jonny Moseley busts out are far from child's play, and his prowess on the powder has earned him an Olympic gold medal. The high-flying, high-speed stunt game from 3DO features plenty of insane tricks and there's a method to the madness—the stunts are combo-based so you'll need quick fingers and good reflexes.

POWER PLAY

In addition to well-balanced Jonny Moseley, you can play as one of the fictional skiers or as Winter X Games champ, Tanner Hall. By performing every stunt in a character's Trick Book, you can unlock additional characters.

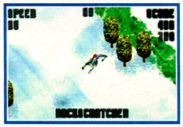
Money is strewn about each course. Ski into the booty to boost your score. Beat the clock and finish with a big jackpot to earn a medal.



Each skier boasts a unique set of 29 tricks, including grabs, grinds and aerial maneuvers. Press and hold B, then release it to catch monster air.

Win a gold medal in a course to unlock the next run. Weave through the moguls to maintain your speed and finish in record time.

To grind a rail or train track, ski alongside it then hit B. While grinding, tap A, B and the Control Pad to perform stunt grinds.



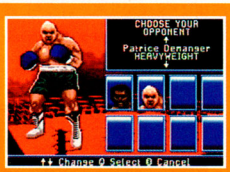
You can ski in Alaska and five other locales, such as Kilimanjaro and Vegas. Wherever you are, perform signature stunts and big tricks for big points.

The slopes feature branching paths and sharp turns. Pay attention to the arrows so you can stay on the go and not leave the snow.

EVERYONE
E
CONTENT RATED BY ESRB
Violence

MIKE TYSON BOXING

Ubi Soft's boxing bonanza doesn't pull any punches. Mike Tyson Boxing gives you the chance to be a contender, but you'll have to power up your palooka by creating a training regimen that improves your abilities. Once you're fit, enter the ring for furious fist-flinging action.



POWER PLAY

In addition to Mike Tyson, you can duke it out against a slew of fictional fighters. Play Vs. Mode to battle any character, regardless of weight class.

Press and hold A or B to power your punches. The longer you hold the button, the bigger the blow you'll deal.

Dodge your opponent's punches by pressing L or R. Use the buttons to sidestep so you can avoid getting cornered in the ring.

Attack from both sides and mix up your assault. Press A or B then follow up with L or R to deliver an uppercut.

Go on the defensive when your rival is charging up a punch. Yellow circles will emanate from his glove when he's powering up.

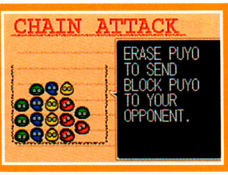
Mike Tyson Boxing features plenty of places to pick a fight. All of the rings—including the funky disco ring—rotate in 3-D.

If you're knocked down, you'll have 10 seconds to get back on your feet. Tap whichever button appears on the recovery meter.

EVERYONE
E
CONTENT RATED BY ESRB

PUYO POP

Using a similar puzzle prescription as Dr. Mario, THQ's Puyo Pop changes the formula and allows you to eliminate pieces even if they're not in a straight line. Pairs of pieces called Puyo drop into the playing field, and you must connect four or more pieces together to erase them. Diagonals don't count, but stair-stepped arrangements do, so fans of Dr. Mario will have an all-new way to deal with feverish puzzle fun.



POWER PLAY

Block Puyo are tough to erase, and you can dump them on your opponent by eliminating multiple chains of Puyo at one time. In the example to the left, the top row of pieces will complete their corresponding chains once the red pieces clear.

To clear Block Puyo, you must build a chain of like-colored Puyo next to them. When you link a chain of four or more similar Puyo, you'll erase the neighboring Block Puyo.

The longer the chain, the more points you'll win. Set up chain reactions so multiple links fall into place to create a single long chain. If you pull it off, you'll dump Block Puyo on your rival.

Puyo Pop features 18 levels. In the story mode, you'll compete against 15 different anime-style characters. In Endless Mode, you won't play against a rival.

Up to four players can play multiplayer Puyo Pop. The game features Single- and Multi-Pak play and different puzzling options that'll keep gamers' brains in overdrive.

EVERYONE
E
CONTENT RATED BY ESRB
Animated Blood

TONY HAWK'S PRO SKATER 3

Activision's GBA version of Tony Hawk's Pro Skater 3 busts out fun features and game play that are remarkably similar to the GCN game's. Smooth moves (including the newly introduced revert maneuver), interactive skate parks, Multi-Pak Modes and a Custom Skater feature make THPS3 a tricked-out ride that won't disappoint fans of the skateboarding series.

Just like in the GCN version, you must grind the Foundry's five valves before the two-minute time limit expires.

String together tricks to pump up your points and snag the Sick Score. Use the revert move to link tricks.

When you grind or perform hand plants, the balance meter will appear. Keep the pointer in the middle of the meter.

POWER PLAY

Make changes at the Skate Shop. You can edit your stats and change your board and outfit. You can also create an all-new skater by mixing and matching facial features, body types and clothing.

Grind rails, benches, curbs and ledges. You'll win more points the longer you grind.

Each skater has special skills and abilities. In addition to Tony, you can skate as 12 other pros.

To unlock parks, you must complete objectives, such as hitting a target score or collecting letters.

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CAPCOM

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WayForward

EVERYONE E Violence

ESRB

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ARENA

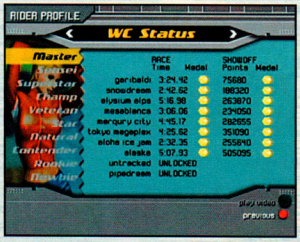
ARE YOU GAME?

CHALLENGE

If you haven't mastered SSX Tricky for GCN, don't bother entering this month's challenge because it's for Masters only. To enter, you must first achieve Master ranking by scoring gold medals in every World Circuit Race and Showoff competition. Once you've nabbed the title of Master, strut your stuff in a World Circuit Showoff session in the Tokyo Megaplex. The Far East slopes are rigged with far-out features, including air ducts that can give you a monster lift. When an air duct launches you sky-high, you'll have time to bust out one or two big-money Über Tricks. Pull off plenty of super stunts to pump up your score, then check your Rider Profile. Snap a photo of the WC Status screen while it shows your Master ranking and Showoff score for the Tokyo Megaplex, then send it in to qualify for Arena. The first Arena Scoreboard (for Vol. 152's challenge) will appear next issue.

SSX TRICKY

SSX TRICKY MASTER SHOWOFF



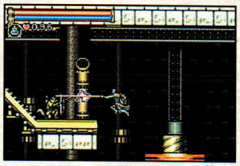
MASTER RANKING ONLY

TOKYO MEGAPLEX

CAUTION: TWISTED CHALLENGES AHEAD

Can you finish Castlevania: Circle of the Moon without using DSS cards and secondary weapons?

– GREGORY HOLTORF
PERKINSVILLE, VERMONT



In Tony Hawk's Pro Skater 2 for N64, can you complete Career Mode with a Pro Skater while not spending any money or using cheats?

– MATT GRIFFIS
RATON, NEW MEXICO

In GoldenEye 007 for N64, which levels can you complete on the 007 setting with Enemy Health set to 0% and all other enemy attributes maxed out?

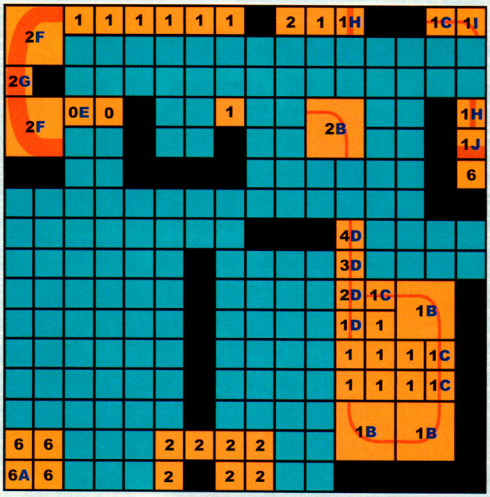
– RENÉ-PIER PLOURDE
EDMUNDSTON, NEW BRUNSWICK

René-Pier can complete the Facility and the Bunker (Mission 2). Stealth is the key—if a guard spots you, you're toast.

CONSTRUCTION ZONE

With the Park Editor in Tony Hawk's Pro Skater 3 for GCN, you can create countless places to ride so you'll never be bored with skateboarding. To put a new spin on the sport, build the obstacle course mapped out below and use it to play "Dumpster Dash." The object is to skate across a maze filled with hazards and reach the dumpster at the end of the course. Build up a high score along the way and beware of the pits and pools—if you land in one, you'll have to restart and your score will reset.

TONY HAWK'S PRO SKATER 3



Follow the grid to customize a 16 x 16 skate park. Numbers on the grid represent the height of a piece (measured in blocks above ground level). Letters correspond to the park pieces listed below. If no letter appears, use an empty building block.

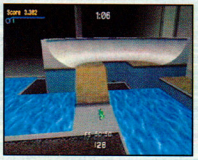
CUSTOM PARK

You'll start your session in block 6A in the lower-left corner of the map. (The numbers represent the height of a piece, so the starting point should be six blocks above ground level.) Skate and grind your way across the obstacle course to see if you can reach the dumpster at the end of the maze (block 1J on the right side of the map).

DUMPSTER DASH

Stay dry and away from the pits. If you land in the water or a pit, you must restart. Compete with friends to see who can reach the dumpster with the highest trick score. Try creating your own customized obstacle courses to test your pro skater skills.

LEPRECHAUN ON WHEELS



Celebrate St. Patrick's Day this month by creating a leprechaun skater for your custom park. Outfit a 48-inch tall rider with the Abe Beard, Top Cat Hat, Long Sleeve Collar Shirt, Glifberg's Cargos, Hoopy Socks and Clown Shoes. Color his getup green, then activate Tiny Mode using the MARKED-CARDS cheat (see Classified Information Vol. 152).

KEY:

- **A**- Restarts: Player 1 Start
- **B**- Rails: Low Corner
- **C**- Rails: Low
- **D**- Slopes with Rails: Low Low Rail
- **E**- Slopes: High
- **F**- Pools: Large Inside Corner
- **G**- Pools: Short
- **H**- Walls: High
- **I** - Rails: Low Tight Corner
- **J**- Misc: Dumpster
- Water (at ground level)
- Pit (6 blocks below ground)

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail (please write your score on the outside of the envelope). Include your full name and mailing address in your e-mail or on the back of your photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before April 4, 2002.

SEND YOUR ENTRIES AND IDEAS TO:

ARENA @ NINTENDO.COM

NINTENDO POWER ARENA V.154
P.O. BOX 97082
REDMOND, WA 98073-9782

THE NUTS & BOLTS

Arena Challenge Official Contest Rules: No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, "Arena v154" on the back of your photo, and mail the entry to this address: NINTENDO POWER, ARENA V.154, P.O. BOX 97082, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 4/4/02. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 5/1/02, five (5) top "Challenge" qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. "Twisted Challenges" winner(s) chosen will be determined based on: (a) creativity of challenge 60% and (b) difficulty of challenge 40%. Number of "Twisted Challenges" winner(s) to be determined by NOA. NOA will attempt to notify winners by mail by 5/15/02. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received and the originality, creativity and interest of a particular entry. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 5/1/02) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will award one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2002 by Nintendo of America. All rights reserved. The sponsor of the Contest is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES MARCH 2002

EXCELLENT GREAT GOOD SO-SO POOR

SONIC ADVENTURE 2: BATTLE

Here comes the hedgehog!

If you've felt the need for supersonic speed but have always been faithful to Nintendo, buckle up because the original Sonic Adventure 2 for Dreamcast is blazing onto GCN. The complete game is included, and Sega has expanded the head-to-head play, warranting the addition of "Battle" to the game name. The adventure portion features two story lines—a Hero story and a Dark story. If you undertake the Hero adventure, you'll play as Sonic, Tails and Knuckles. Dark adventurers will play as Shadow, Dr. Eggman and Rouge. As Sonic, you'll race through loop-the-loops, speed over gaps and collect rings in swift levels that blur by at 60 frames per second. In either story, you'll journey through colorful 3-D worlds racing, swimming, shooting and treasure hunting (a special sensor tells you when you're hot or cold). When you complete a level, you can replay it to collect all of the rings and earn a ranking or one of 180 collectible emblems. You can also rescue Chao, cuddly virtual pets. To raise and nurture the Chao, you must use items you've found in the adventure or you can care for your pets on the go by transferring them to Sonic Advance for GBA using the special Link Cable.

On the Battle side, one or two players can go at it in Action Race, Shooting and Treasure Hunt competitions, and each mode has 10 stages. The big game also boasts Kart Racing, Chao Karate and Chao Racing, so you'll have plenty of ways to play and plenty of reasons to come back for more.

COMMENTS: Andy—The game is jam-packed with extra features and bonuses. Scott—The replay value is huge. Jason—This is a hard game to be bored with—the variety and diverse action is never ending. Jenni—A sprawling, complicated adventure.

- Sega 7
- 1 to 2 players simultaneously
- Links to Sonic Advance

ANDY	★★★★½
CHRIS	★★★★
JASON	★★★★½
JENNI	★★★★
SCOTT	★★★★

EVERYONE E — Mild Lyrics, Violence
CONTENT RATED BY ESRB

NBA STREET

Pound the pavement with streetwise, superfly b-ball jams.

On the hardwood, basketball is a sport. On the street, basketball is a spectacle. Blacktop b-ball slams hard with attitude, fancy fake-outs, in-your-face jams and schoolin' with mad skillz. If that's the flava you've got a fever for, NBA Street brings it on in a big way, sporting combo-based moves, including a bounty of showstopping ways to dunk, take it to the hoop and hang from the rim. NBA Street sports 3-on-3 action starring all of the NBA teams, as well as six fictional street-ball champions.

Street-smart AI motivates your teammates to jump when they're near the rim so you can pass to them for an alley-oop. Other cool moves include swat blocks (there's no goaltending so you'll use them a lot), turbo-powered tricks and brutal knockdowns. In addition to scoring dunks to win the 21-point match, you'll jack up a trick score by pulling off combo moves. If you fill up the point meter, you'll win the chance to score a Gamebreaker—a shot that'll deduct as many points from the rival team's score as it'll add to your total if you make the basket. Everything about the brilliant game design will keep you playing to win—victories enable you to draft rival ballers, unlock hidden courts and add attribute points to custom players. Topped off with funny trash talking, madtight controls, thumping hip-hop tunes, funky graphics and cool audio cues (including a ringing phone to indicate a long-distance shot), NBA Street is the road to take if you want fast, slick b-ball fun.

COMMENTS: George—It does for basketball what SSX Tricky does for snowboarding. Alan—I've yet to see a better multiplayer sports game. Scott—Besides incredible control and graphics, the structure adds depth and lots of reasons to keep playing.

- EA Sports Big 5
- 1 to 2 players simultaneously

ALAN ★★★★★
ANDY ★★★★½
CHRIS ★★★★½
GEORGE ★★★★★
SCOTT ★★★★½

18-WHEELER: AMERICAN PRO TRUCKER

With limited tracks for trucking, 18-Wheeler is semisweet.

Based on Sega's big rig arcade game, Acclaim's overhauled version delivers the same diesel-burning action while introducing an extra load of modes. The game goes for the rugged feel of trucking, so the road trip is neither sleek nor superfast. Instead, 18-Wheeler is heavy on wide turns, big cargo, manual shifting and muscular motoring. The five rigs (one is a bonus truck) handle like the unwieldy monsters you'd think they'd be, and mastering their maneuverability makes up the bulk of the fun.

In Arcade Mode, you negotiate turns, weave or plow through traffic and downshift to conquer hills so you can reach each checkpoint before time runs out. Arcade Mode is short with only four tracks, but gamers will keep on truckin' with Score Attack's smash-'em-up races (for one or two players) and Parking Mode's fender-scraping skill tests (set in six courses with five parking spaces apiece).

Great audio and roadside attractions lend realism to the bumpy ride, but the jagged scenery will make it hard for you to forget that you're playing a video game. Moreover, it'll be tough to become fully immersed in the experience, since the GCN version is based on an arcade game that was meant to be played in small doses. If you devote a lot of time (instead of quarters) to 18-Wheeler, it becomes more apparent that the limited game wasn't supposed to be played for the long haul—its purpose was to roll out brief, arcade-paced action.

COMMENTS: George—Most players will be able to complete all four races within an hour or two. Jason—It's not really about racing—it's about *driving*. It's about steering and shifting, not white-knuckle thrills. Andy—Racing mode is average, but the parking is really fun.

- Acclaim 3
- 1 to 2 players simultaneously

ALAN ★★½
ANDY ★★★
GEORGE ★★★½
JASON ★★½
JENNI ★★½

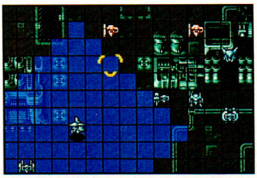
EVERYONE
Violence

ZONE OF THE ENDERS: THE FIST OF MARS

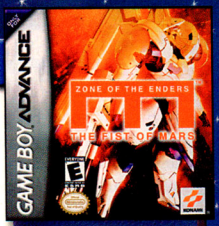
The Fist of Mars punches up real-time strategy with twitchy action.

The original Zone of the Enders was a 3-D mech action game for the PS2, and Konami has retooled the robots and reworked the battle setup into an all-new real-time strategy game for GBA. The Fist of Mars revolves around the battles of the Enders—oppressed space colonists who live in the outer reaches of the galaxy. The game is heavy on story, and the plodding plot might be a bit much for action-oriented gamers, because it's told through page after page of dialogue and anime still frames.

Sandwiched between the thick story scenes is the meat of the game—the deployment of armored units and the strategic completion of mission objectives. As the complex tale unfolds, you'll pick up new allies, and some will pilot tanks, supply vehicles, spacecraft or battle mechs called LEVs (Laborious Extra-orbital Vehicles). In typical RTS style, you move your units across a grid, take turns unleashing cool limited-range attacks, manage countless resources, level up troops and allocate perks earned in battle. The twist in the formula is that the action switches from a top-down view to a cockpit-view when you engage in battle. Whether you're on the offensive or defensive, you must quickly reposition your crosshairs so you can target your enemy or so your rival can't lock on to you. The skittish skeet-shoot setup lends plenty of hair-trigger action and interactivity to the game, and it's really the nuts and bolts of the mech battling. In ZOE, having quick reflexes is as important as having a good strategy.



COMMENTS: Alan—It's more about a quick trigger finger than mapping out a careful plan of attack. Jenni—The cut scenes are crazy-long. Scott—There's lots of depth, an auto-fighting option and even a hint of action.



- Konami/64 Megabits
- 1 player
- Over 20 missions

ALAN	★★★½
CHRIS	★★★★
JASON	★★★½
JENNI	★★★★
SCOTT	★★★★

EVERYONE E — Violence

CONTENT RATED BY ESRB

BROKEN SWORD: THE SHADOW OF THE TEMPLARS

BAM!'s Broken Sword shines with sharp gaming and pointed wit.

On any platform besides a home computer, point-and-click adventures can easily come off as boring or uneventful, but Broken Sword successfully walks the razor's edge as if the titular sword weren't broken at all. This year marks the unveiling of the third installment of the sly mystery series, and Revolution—the games' developer—has converted the first Broken Sword game for GBA.

Everything that made the original a fresh and fun sleuthing experience remains intact, including the picturesque backdrops, the hilarious dialogue, a remastered score (by Barrington Pheloung, who's composed chilling music for other mysteries, including the British TV series "Inspector Morse") and the countless interactive clues to uncover.

Unlike most text-based adventures, your character—a hapless tourist-turned-hero named George—has the freedom to roam each fixed scene to examine clues. George can explore the foreground and background of each area, and you don't have to click on every nook and cranny in the hopes of uncovering a clue. Instead, the convenient game setup enables you to seek out every on-site interactive item in an instant by tapping L repeatedly. Every interaction, interrogation, puzzle and line of text is entertaining and clever, and the masterfully crafted and converted game will keep you hanging on every point, click and step of the way.

COMMENTS: Alan—The puzzles make sense, so if you find a tire iron, you're probably going to use it… *on a tire* (as opposed to giving it to the old lady who'll give you a letter for her son the mechanic). Andy—This is one of the best text-based games I've ever played. Scott—Broken Sword is well written and beautifully illustrated.

- BAM!/64 Megabits
- 1 player

ALAN	★★★★½
ANDY	★★★★½
JASON	★★★★★
JENNI	★★★★½
SCOTT	★★★★

TEEN T — Mild Violence, Suggestive Themes

CONTENT RATED BY ESRB

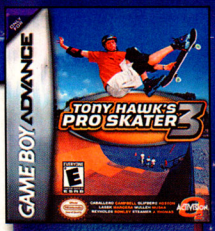
TONY HAWK'S PRO SKATER 3

Find new places to ride in the GBA's second helping of Pro Skater.

Last year, Tony Hawk's Pro Skater 2 proved that the combo-crunching tricks and freewheeling fun of the skateboarding series could make the jump to GBA successfully. Tony Hawk's Pro Skater 3 coasts with much of THPS2's bang-up formula, while injecting the new features that set the third stunt game apart from its predecessors. Interactive places and people, including valves to grind and roving pickpockets to thwart, reestablish THPS3's "living environments," and the game presents a handful of the GCN version's skate parks. As Tony or one of 12 other pros, you can ride in Suburbia, Rio, L.A., Tokyo, the Foundry or the Airport.

It can still be a bit tough to gauge your relative position in the game's three-quarter view, but fans of THPS2 won't mind. Besides, THPS3 pumps up the moves with new tricks, including the revert maneuver, which allows you to link stunts for sick scores. Better yet, you can save replays of your favorite sessions and create a personalized rider (you can mix and match outfits, add tattoos and edit stats) in the cool Custom Skater Mode. Graphically and musically on par with the previous GBA version of Pro Skater, THPS3 busts out just enough new features and updated parks to do the trick for stunt fans.

COMMENTS: Andy—No other portable sports game comes close to this. It's still ruler of the handheld extreme sports world. Jason—Other than the cool additions of the revert, interactive parks and Custom Skater, this is essentially more of the same with new courses—but that's all you'll need if you love Pro Skater's brand of rapid-fire combo action. Scott—THPS3 for GBA is the best yet—a remarkable 3-D achievement and more features than ever. George—Intuitive controls make the game easy to pick up and play.



- Activision/64 Megabits
- 1 player
- 12 pro skaters
- Custom Skater Mode

ALAN ★★★★½
GEORGE ★★★★½
JASON ★★★★★
JENNI ★★★★½
SCOTT ★★★★

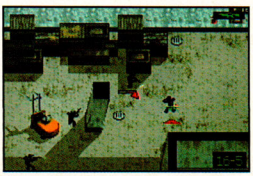
EVERYONE
E
Animated Blood
CONTENT RATED BY ESRB

TOM CLANCY'S RAINBOW SIX: ROGUE SPEAR

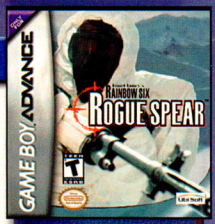
Ubi Soft shoots for multiplayer teamwork and covert action.

Far superior to the original Rainbow Six game for GBC, the GBA sequel leaves out the tedious planning that became pointless when played on a handheld. Rainbow Six took shooting games to the next level by giving you a team of covert ops and allowing you to plot their paths before they infiltrated enemy territory. In Tom Clancy's Rainbow Six: Rogue Spear—an all-new adventure set after the PC version of Rogue Spear—you no longer have to map out paths. Instead, you strategically assemble a team of four antiterrorist operatives (various Assault, Demolition, Recon and Sniper characters are available) and go stealthily wherever you see fit.

The leaner setup tightens up the great-looking action, and the sharp AI watches your back so your snipers spring into action the moment they see a hostage situation and your assault men quickly unload when an ambush occurs. Whether you're playing solo, with up to two friends in the 15-mission Campaign Mode or with up to three buddies in a frag match, the role of each team member is crucial. Teamwork is key, and the objectives require specialists who can complete tasks such as downloading files and planting bugs. Numerous multibutton commands initiate your moves, including strafing and manual aiming, and it would've been easier if you could select them from a menu. Then again, that would break up the action, and Rogue Spear is all about sustaining intense shoot-'em-up thrills—and Ubi Soft's ambitious game hits the mark.



COMMENTS: Scott—The multiplayer option is perhaps the coolest thing ever for GBA fans with a taste for covert operations. The use of sound as a strategic element is tremendous. Alan—I've seen computer strategy games that don't have as much detail as Rogue Spear. It's just a ton of fun to play.



- Ubi Soft/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

ALAN ★★★★½
CHRIS ★★★★½
JASON ★★★★½
JENNI ★★★★½
SCOTT ★★★★

TEEN
T
Animated Blood, Violence
CONTENT RATED BY ESRB

AN AMERICAN TAIL: FIEVEL'S GOLD RUSH

- Conspiracy/32 Megabits
- 1 player

EVERYONE — CONTENT RATED BY ESRB

Young gamers and fans of the mouse's movies will get the most out of Fievel's Gold Rush, a fine-looking side-scroller that's breezy enough for beginners while having just enough hard-to-reach collectibles to make it challenging for completists. The game doesn't strike it rich as far as innovation goes—jump attacks and whacking enemies with a toss of your hat make up most of the action—but the kid-friendly charm is just right for Fievel fans.

ALAN ★★★
ANDY ★★★
JASON ★★★½
JENNI ★★★½
SCOTT ★★★

COLUMNS CROWN

- THQ/64 Megabits
- 1 to 2 players simultaneously
- Single- and Multi-Pak Game Link

EVERYONE — CONTENT RATED BY ESRB

While most puzzlers simply get faster the deeper you get into them, Columns Crown gives you a different reason to keep playing. The regal stack-'em-up rewards you with Magic Spells that you can use to trip up your opponent, and you can trade the enchanted attacks using the GBA Game Link Cable. The anime-flavored game plays like a cross between Connect Four and Tetris, and the unique presentation is a crowning achievement for puzzle games.

ALAN ★★★½
ANDY ★★★★
JASON ★★★½
JENNI ★★★★
SCOTT ★★★½

DARK ARENA

- Majesco/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

TEEN — Violence — CONTENT RATED BY ESRB

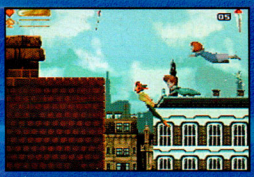
Simply standard when compared to Ecks vs. Sever, Majesco's Dark Arena comes off as Quake Lite. For fans of first-person shooters, the game offers the usual features—hidden doorways, powerful weapons and ballistic beasties. The game lacks the objective-based missions of Ecks vs. Sever, but if you're all about running and gunning through mazes of hallways, Dark Arena is the light at the end of the Doom-inspired tunnel.

ANDY ★★½
CHRIS ★★½
JASON ★★½
JENNI ★★½
SCOTT ★★★½

DISNEY'S PETER PAN: RETURN TO NEVER LAND

- Disney Interactive/64 Megabits
- 1 player

EVERYONE — Mild Violence — CONTENT RATED BY ESRB



Return to Never Land is based on Peter Pan's new movie, and the swashbuckler features clips straight from the film. Maybe the innovative inclusion of videos could lead to entire Game Paks featuring mini movies, but, until then, you can relive Peter's movie magic in the colorful side-scroller. The tricky adventure also features flying levels where the scenery scrolls toward you at fast speeds, and the magical fun is recommended for action fans.

ALAN ★½
GEORGE ★★★½
JASON ★★★½
JENNI ★★★
SCOTT ★★★

ECKS VS. SEVER

- BAM!/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

TEEN — Violence — CONTENT RATED BY ESRB

As far as handheld first-person shooters go, Ecks vs. Sever deserves to be number one with a bullet. Up to four players can compete to assemble and plant a bomb, protect or assassinate a VIP, or go ballistic in a frag match. Solo players have dual adventures to undertake, and the objective-based missions arm you with cool weapons and gadgets, including Grenade Launchers and Thermal Enhancement Goggles. It's a high-powered blast and the best of

ALAN ★★★★½
ANDY ★★★★
CHRIS ★★★★
JASON ★★★★½
JENNI ★★★★

JONNY MOSELEY MAD TRIX

- 3DO/64 Megabits
- 1 player
- 6 courses

EVERYONE — CONTENT RATED BY ESRB

Ski San Francisco, Machu Picchu, Las Vegas and three other courses in the freestyle powder-pounder, Jonny Moseley Mad Trix. The game boasts over half a dozen skiers, and they each have a unique Trick List of 29 stunts. The combos aren't as smooth as ice, but the tricky action and branching courses provide decent downhill fun. Most impressive is the game's music—it features real songs with partial vocals, including Saliva's "Click Click Boom."

ANDY ★★
CHRIS ★½
JASON ★★½
JENNI ★★
SCOTT ★★★

MIKE TYSON BOXING

- Ubi Soft/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB — Violence

Ubi Soft's pugilistic Pak punches up the boxing action by adding attribute points which you can use to bulk up your fighter. Powered-up punches help you deliver devastating blows, but the action is more straight ahead than the over-the-top game play of the Ready 2 Rumble series. Mike Tyson isn't complex, but it's more than just a button-masher since the game beefs up the defensive side by enabling you to sidestep in the 3-D rotating rings.

ALAN ★★★
ANDY ★★
JASON ★★
JENNI ★★½
SCOTT ★★★½

PUYO POP

- THQ/64 Megabits
- 1 to 4 players simultaneously
- Single- and Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB

Fans of Dr. Mario will find a good remedy for their puzzle fever in THQ's Puyo Pop. The game play is very similar, but Puyo Pop throws in extra puzzle pieces and allows you to link them in stair-stepped arrangements. The graphics and music are cute, and the 18 levels of Puyo popping are frantic and challenging. The nifty mind-boggler is especially perfect for multiplayer puzzling since up to four players can compete in Single- and Multi-Pak competitions.

ALAN ★★★
ANDY ★★★½
CHRIS ★★½
JASON ★★★
JENNI ★★½

M&M'S BLAST!

- Majesco/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB

Like Mario Party starring the M&M's characters, Majesco's board game features 16 minigames, four-player action and four game boards. The inspired activities include Dodge Ball, Miniature Golf and the very cool Wallracer, which is like a sweet tooth's version of Tron's light cycle competition. Game boards feature some platform-style jumping action, and the festive party game provides excellent board game fun that's as sweet as candy.

ANDY ★★★
CHRIS ★★★
GEORGE ★★★½
JASON ★★★½
JENNI ★★★½

MIDNIGHT CLUB STREET RACING

- Destination/32 Megabits
- 1 player
- 42 vehicles

EVERYONE E CONTENT RATED BY ESRB

Late at night in New York and London, the Midnight Club of drag racers burns rubber across the city streets. Destination's top-down racer gives you the keys to 42 different cars so you can weave through traffic and become the leader of the pack. When you're not racing, you can cruise for action by tailing "Hook Men"—drivers who are looking to race. Collisions cause damage, and they'll slow down your ride, which is a decent if not repetitive drive.

ALAN ★★★★
CHRIS ★★★
GEORGE ★★★
JASON ★★★
SCOTT ★★★

PLANET OF THE APES

- Ubi Soft/32 Megabits
- 1 player
- 10 levels

EVERYONE E CONTENT RATED BY ESRB — Violence

Based on an original story set between the original 1968 *Planet of the Apes* movie and its first sequel, *Beneath the Planet of the Apes* from 1970, Ubi Soft's action game lets you monkey around in 10 side-scrolling levels filled with spiked pits, wild animals and armed gorilla guerrillas. The graphics and music are superb, but the standard jump-climb-shoot action is far from out-of-this-world. (But maybe that's appropriate, because the game takes place on Earth! Nooooo!!!)

ALAN ★★
CHRIS ★★
GEORGE ★★★
JASON ★★★
SCOTT ★★★

SUPER BUST-A-MOVE

- Ubi Soft/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB

The original bubble-blasting puzzle game makes its GBA debut with over 130 new puzzles and a slew of classic setups from previous Bust-a-Move games. For precise aiming so you can connect three or more like-colored bubbles, Super BAM makes great use of the L and R Buttons, which enable you to reposition your cannon's angle one click at a time. Moreover, special bubbles and pinball bumpers in the playing field freshen up the tried-and-true, colorific fun.

ANDY ★★★½
GEORGE ★★★★
JASON ★★★★
JENNI ★★★
SCOTT ★★★½

CASTING CALL

Write a brief review and include your rating in stars for a current game, then e-mail it to us at nowplaying@nintendo.com (please include your name and hometown). You can also rate games online—just search for them at www.nintendo.com and click on "Cast your vote." We'll print reader ratings and portions of constructive and insightful reviews in future Now Playing articles.

CRAZY TAXI

- Acclaim

TEEN T — Mild Violence, Strong Language — CONTENT RATED BY ESRB

"I think that Crazy Taxi is a heck of a better game than your reviewers say, even if it is not as good as The Simpsons: Road Rage. I mean, come on—it's a classic. It's got great control, great graphics and great game play. It's fun and fast- paced. It's just awesome!"

—Jeff

GUEST REVIEWER
Jeff Fonorow, Lisle, Illinois

GUEST REVIEWER'S SCORE
JEFF ★★★★★

see Now Playing v.152 for more info

LUIGI'S MANSION

- Nintendo

EVERYONE E — CONTENT RATED BY ESRB

"Nintendo decides not to rely on star power from Mario and gives Luigi (aka Mr. Second Fiddle) his own game. At first, I was doubtful that Luigi could carry a game by himself, but now I keep saying 'Mario who?' The graphics are jaw-droppingly excellent and visually stunning, and the plot hooked me and did not let go. LM is a great opener for GCN, and I am anticipating a return from Luigi, with or without that red-capped guy!"

—Joey

GUEST REVIEWERS' SCORES
JOEY ★★★★★
JOSHUA ★★★★★
MOLLY ★★★★★

see Now Playing v.150 for more info

GUEST REVIEWERS
Molly Binion, Richmond, Virginia
Joshua Lindquist, Dallas, Texas
Joey MacQueen, Nova Scotia

"Everyone will be blown away by the outstanding graphics and lighting effects. As Luigi wanders around his newly won mansion, he carries a flashlight, which creates shadows and lights objects with eye-popping results. The game is detailed and the animation is smooth. The challenge is at a good level, and it's made up mostly of tricky puzzles and the struggle to stay alive. It seems to have a good length, although it does seem a bit short. Of course, even with all these good factors, at times you wish you could do a little more than just find keys and hunt ghosts."

—Molly

"Luigi's Mansion is a fun and easy game that both young and old people can enjoy. The graphics and play control are nice, but for a lot of people, the game will be too easy."

—Joshua

THE SIMPSONS: ROAD RAGE

- EA

TEEN T — Mild Language, Suggestive Themes, Violence — CONTENT RATED BY ESRB

"I read that Mr. Miyamoto once said the best games are the ones that everyone can play, and that he would like to see more games with a simple button layout. This is one of those games. Simple and effective with tight controls—use two buttons or just use the C Stick! The lush, bright, interactive landscapes make you feel like a Springfielder. The speech from all the characters really makes this game stand out. The sound really puts this game on a higher level."

—Brett

GUEST REVIEWER
Brett Lawrie, Ajax, Ontario

GUEST REVIEWER'S SCORE
BRETT ★★★★★

see Now Playing v.152 for more info

SUPER MONKEY BALL

- Sega

EVERYONE E — Mild Violence — CONTENT RATED BY ESRB

"Super Monkey Ball's labyrinth-type game play and awesome multiplayer modes are destined to be classic. The multiplayer games are all completely different and have unlimited replay value. This is a fun game for the whole family. Even my dad—who doesn't ever play games—liked it!"

—Eric

GUEST REVIEWERS' SCORES
ERIC ★★★★★
JONATHAN ★★★★★
JUSTIN ★★★★

see Now Playing v.150 for more info

GUEST REVIEWERS
Jonathan Coley, Germantown, Tennessee
Eric Dykstra, Kenmore, Washington
Justin Shillock, Winston-Salem, North Carolina

"Looking for an exciting, edge-of-your-seat game? Party fans, rejoice—Sega gives you just that with Super Monkey Ball! The learning curve is very easy, so you'll be able to pick up the game in no time. The graphics and sound, in my opinion, don't take full advantage of the GCN's power, but you won't be paying attention to those much anyway—you'll be focused on reaching the goal in time. And trust me—you'll have a fun time doing it. The incredible game play will have you itching for more."

—Jonathan

"At first glance, Super Monkey Ball looks like a simple and easy game made for a kid. The normal mode has a simple concept, yet the difficulty ranges anywhere from very simple to next to impossible. Also, don't forget about the great deal of extra modes that are at your fingertips! In Monkey Race, the controls (no gas, just push forward) will get annoying. Other than that, it is difficult to find a flaw."

—Justin

DISNEY'S TARZAN UNTAMED
• Ubi Soft

Readers' Average Score at www.nintendo.com

See Now Playing v.152 for more info

EVERYONE — E — CONTENT RATED BY ESRB — Mild Violence

MADDEN NFL 2002
• EA Sports

Readers' Average Score at www.nintendo.com

See Now Playing v.150 for more info

EVERYONE — E — CONTENT RATED BY ESRB

PIKMIN
• Nintendo

Readers' Average Score at www.nintendo.com

See Now Playing v.151 for more info

EVERYONE — E — CONTENT RATED BY ESRB — Mild Violence

TONY HAWK'S PRO SKATER 3
• Activision

Readers' Average Score at www.nintendo.com

See Now Playing v.151 for more info

TEEN — T — CONTENT RATED BY ESRB — Suggestive Themes, Mild Lyrics, Blood

ECKS VS. SEVER
• BAM!

Readers' Average Score at www.nintendo.com

See page 136 for more info

TEEN — T — CONTENT RATED BY ESRB — Violence

KEY

GCN GBA GBC 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:
ANDY:
CHRIS:
GEORGE:
JASON:
JENNI:
SCOTT:

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EARLY CHILDHOOD — EC — Early Childhood
TEEN — T — Teen (13+)
ADULTS ONLY — A — Adult (18+)
EVERYONE — E — Everyone
MATURE — M — Mature (17+)
RATING PENDING — RP — Rating Pending

To contact the ESRB, call 1-800-771-3772.

WAVE RACE® BLUESTORM

AKARI HAYAMI WAVE RACE CHALLENGE

Deadline: April 11

Welcome to the third Wave Race Challenge, hosted by Akari Hayami. Held in Lost Temple Lagoon during light shower weather conditions, this Time Attack challenge is to complete the course in the shortest possible time. To take the challenge, enter the password below into the game's Password menu. Choose any character. After you complete the race, the game will provide you a 24-character results code. To enter the contest, you must send in your results code and top total time on a postcard as detailed below.

USING THE PASSWORD

To access the Password menu, go to Options from the main screen and press X, Z and Start at the same time. Select the Password menu when it appears and use the Control Stick to select the numbers and letters in the password exactly as it is printed in the box on this page. If you enter the password correctly, a message will appear telling you what sort of challenge you've opened. Select OK to go directly to the race.

The competitor with the shortest total time will win a new 32" TV and a trip to Nintendo and Nintendo Software Technology Corporation in August!

YOUR CHALLENGE PASSWORD:
LQ3TRKTE

On your first lap, break through the ancient wall to open up the short-cut. Use it on all three laps.

As you head into the last stretch, skip the first red buoy, but only if you can turbo past it.

AKARI'S TIPS:

With the highest acceleration skill and nearly the best stunt skill in the game, Akari can make waves in a hurry and pull off some turbo-earning stunts along the way. She's a perfect choice for the swervy challenge. Her main tips: First, skip the twisty stretch by using the secret shortcut. Second, as you make the turn into the last stretch leading to the finish line, save time by skipping the first red buoy. You'll get the edge, but only if you've earned a turbo—and use it just before skipping the buoy.

SUBMITTING THE RESULTS CODE

Once you've completed the challenge, enter your initials to receive your 24-character code. Write it down, along with your top total time. You can take the challenge as often as you like, but send in only your top time and its corresponding code on your Akari Hayami Wave Race Challenge entry. Make sure the letters and numbers are written clearly and in the correct order. Illegible or improper codes will invalidate your entry. Persons over 13 years of age can also enter online at **waverace-bluestorm.com/npenter.html**.

MAIL YOUR ENTRY TO:
AKARI HAYAMI
WAVE RACE CHALLENGE
P.O. BOX 3481
REDMOND, WA 98073-3481

OFFICIAL CONTEST RULES: NO PURCHASE NECESSARY; PURCHASE WILL NOT IMPROVE ODDS OF WINNING. VOID WHERE PROHIBITED. Only U.S. and Canadian residents (excluding residents of Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. To enter print "Akari Hayami Challenge", your name, address, telephone number and Wave Race Password on a postcard, and mail the entry to this address: WAVE RACE, AKARI HAYAMI CHALLENGE, P.O. BOX 3481, REDMOND, WA 98073-3481 or to enter online go to waverace-bluestorm.com/npenter.html (only persons older than 13 years old can enter online). Enter as often as you wish. Entries must be received by 4/11/02. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 4/25/02, winners will be determined based on the game data contained in their Results Password with judging criteria favoring the highest score. In the event of a tie, the grand prize winner will be determined by the highest score attained by correctly answering a timed Wave Race quiz. NOA will attempt to notify winners by mail by 5/10/02. Prizes not claimed within 15 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Grand Prize Winner not eligible to enter subsequent Wave Race Contests. Odds of winning depend on number of entries. Grand Prize: One (1) winner will receive a television and a trip for two (2) to visit Nintendo Headquarters and NST (airfare, hotel accommodations, trip transportation and meals are included). Approximate Retail Value (ARV) of prize package is $4,000.00. Actual trip dates to be on August 1, 2002 to August 5, 2002. Travel not used on those dates will be forfeited. Airfare, hotel accommodations, and trip transportation is included in this trip. If under 18, winner must be accompanied by parent or guardian. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Airline and hotel accommodations will be selected by Nintendo at its sole discretion. Dates of travel are August 1, 2002 to August 5, 2002. Guests of winner must be at least 18 years of age prior to winner's taking the Trip unless winner is the parent or legal guardian of the guest. Except as expressly specified, winner is responsible for ground transportation to and from the departure airport and all other expenses that winner or winner's guest incurs in connection with the Trip, including but not limited to, all applicable passport, visa, and entry/exit fees. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). (If prize has high liability) IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. For a copy of these rules, or (after 4/25/02) a list of winners, send your request to the address above. VT residents may omit return postage. The Contest and all accompanying materials are Copyright © 2002 by Nintendo of America. All rights reserved. The sponsor of the Sweepstakes is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

WAVE RACE LOST TEMPLE LAGOON SWEEPSTAKES

Though only the person with the shortest time will win the Akari Hayami Wave Race Challenge on the opposite page, hundreds of entrants can win the Wave Race Lost Temple Lagoon Sweepstakes. Every month through June, you can enter a Wave Race sweepstakes for hundreds of prizes. All you have to do to enter this month's Wave Race sweepstakes is fill out a postcard and send it to the address noted below. Just one sweepstakes entry from each contestant will be valid, so you can win only once each month. Plunge into the Wave Race vortex and enter today!

Deadline: March 29

PRINT THE FOLLOWING INFORMATION ON A POSTCARD:

LOST TEMPLE LAGOON SWEEPSTAKES

NAME
ADDRESS
TELEPHONE NUMBER

SEND YOUR CARD TO:
WAVE RACE
LOST TEMPLE LAGOON SWEEPSTAKES
P.O. BOX 3580
REDMOND, WA 98073–3580

ENTER TO WIN:

- One of 100 Wave Race CDs featuring the great sound track from Wave Race: Blue Storm!
- One of 200 Wave Race: Blue Storm T-shirts!

OFFICIAL SWEEPSTAKES RULES: NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, print "Lost Temple Lagoon", your name, address and telephone number on a postcard, and mail the entry to this address: WAVE RACE, LOST TEMPLE LAGOON SWEEPSTAKES, P.O. BOX 3580, REDMOND, WA 98073-3580. One entry per household. Additional entries will be disregarded. To be eligible to win a prize, entries must be completed and received by Sponsor by 3/29/02 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 4/15/02, winners will be randomly drawn from all eligible entries. Canadian entrants will be required to correctly answer a timed mathematical skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 5/15/02. Prizes not claimed within 15 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning depend on total number of eligible entries received. Many will enter, a few will win. First Prizes: 100 entrants will receive a Wave Race Audio CD. Approximate Retail Value (ARV) of First prize package is $15.00. Second Prizes: 200 entrants will each win a Wave Race T-shirt, ARV: $10.00. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 4/15/02) a list of winners, send your request to the address above. VT residents may omit return postage. Winners (and if winner is a minor his or her parent/legal guardian) will be required to execute an affidavit of eligibility and release of liability as a condition of award. BY ENTERING, YOU (AND, IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS) RELEASE SPONSOR, ITS PARENT, AND THEIR AFFILIATES, DIRECTORS, OFFICERS AND EMPLOYEES (COLLECTIVELY, "RELEASED PARTIES") FROM ANY LIABILITY FOR ANY CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES INCURRED IN CONNECTION WITH THE SWEEPSTAKES OR ANY PRIZE (INCLUDING THOSE RELATED TO PERSONAL INJURY, DEATH, DAMAGE TO PROPERTY, AND RIGHTS OF PUBLICITY OR PRIVACY). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright © 2002 by Nintendo of America. All rights reserved. The sponsor of the Sweepstakes is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

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Note: We are unable to answer game play questions on this line.
6 a.m.-9 p.m. Pacific time, Monday-Saturday,
6 a.m.-7 p.m. Sunday. French- and Spanish-speaking representatives are available.

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Send your letters and art to:
Nintendo Power Player's Pulse
PO Box 97033
Redmond, WA 98073-9733

Player's Pulse Art of the Month Official Contest Rules

No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, on your art, and mail the entry to this address: NINTENDO POWER, PLAYER'S PULSE, P.O. BOX 97033, REDMOND, WA 98073-9733. Enter as often as you wish. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. The Promotion will be run monthly until Nintendo discontinues the Promotion (the "Term"). All entries must be received by NOA by the last day of the month in order to be eligible to win a prize for that month. Each month during the Term of the Promotion, NOA will select from all entries received in the previous month the eligible entrant who submits the one (1) entry which an independent judge determines, in his or her discretion, to be the most apt, original, interesting and creative "Art of the Month". Prize: NOA will award one (1) Nintendo Power T-shirt each month to the winning entrant whose art is selected as "Art of the Month". Approximate Retail Value (ARV) of prize package is $10.00. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of eligible entries received. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or a list of winners, after February 1, 2002 and before one year after the end of the Term, send a stamped, self-addressed envelope to the address above. WA/VT residents may omit return postage. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2002 by Nintendo of America. All rights reserved. The sponsor of the Sweepstakes is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

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EVERYONE E MILD VIOLENCE

CONTENT RATED BY ESRB

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Tinker Bell's been kidnapped and Peter Pan needs her magical powers to fly. He also needs your help with amazing flying and fighting moves to defeat Captain Hook and rescue Tink before time runs out! Combine flying techniques with fighting moves for aerial acrobatics that will kick some serious pirate booty!

ONLY FOR GAME BOY ADVANCE

Disney's PETER PAN RETURN TO NEVER LAND

COMING NEXT ISSUE . . .

Volume 155 April 2002

James Bond 007 in Agent under Fire

Bond is back in the first 007 game that is not based on a book or movie, and we're going undercover to learn all the details! Read the surveillance report in next month's Nintendo Power.

Pac-Man World 2

Having trouble Pac-manipulating Pac-Man? Worry not! We've Pac-manufactured a very special Pac-manual that will teach you every Pac-maneuver the little yellow dude can Pac-manage. Check it out in April!

Soccer Slam

Look, Ma! No hands! Sega's Soccer Slam brings silly characters and stoopid tricks to the usually straight-laced sport. Is Soccer Slam really slammin'? Read our snappy strategy in the next issue of Nintendo Power to find out.

Breath of Fire II

The GBA is the place for great RPGs these days. Join our party next month to learn more about the latest epic to reach our shores, Breath of Fire II.

PLUS!

- CRASH BANDICOOT: THE HUGE ADVENTURE
- SPY HUNTER
- DINOTOPIA
- GAUNTLET: DARK LEGACY
- BLOODY ROAR: PRIMAL FURY

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Volume 152 (Jan. '02): Pikmin, Super Smash Bros. Melee, The Simpsons: Road Rage, FIFA Soccer 2002, Universal Studios Theme Parks Adventure (GCN), *Star Wars*: Jedi Power Battles, Nancy Drew: Message in a Haunted Mansion (GBA), Harry Potter and the Sorceror's Stone (GBC), Wave Race: Blue Storm Contest & Sweepstakes, NBA Courtside 2002 Preview.

Volume 151 (Dec. '01): Super Smash Bros. Melee, Dave Mirra Freestyle BMX 2, SSX Tricky, NHL Hitz 20-02 (GCN), Tony Hawk's Pro Skater 3 (GCN), Harry Potter and the Sorcerer's Stone (GBA), Disney's Donald Duck Advance, Golden Sun—Part 2, Wendy: Every Witch Way, Pikmin Preview, Batman Vengeance Preview, Disney's Tarzan: Untamed Preview, Crazy Taxi Preview, Dragon Warrior Monsters Breeding Chart and Giveaway.

Volume 150 (Nov. '01): Luigi's Mansion, *Star Wars* Rogue Squadron II: Rogue Leader, Super Monkey Ball, Madden NFL 2002, Razor Freestyle Scooter, Wave Race: Blue Storm, Doom (GBA), Golden Sun, Wario Land 4, Nintendo Power 150th Anniversary Special, Super Smash Bros. Melee Preview, Harry Potter and the Sorcerer's Stone (GBA) Preview, Tekken (GBA) Preview.

Volume 149 (Oct. '01): *Star Wars* Rogue Squadron II: Rogue Leader Preview, Space World News, Luigi's Mansion Preview, Super Monkey Ball Preview, Wave Race: Blue Storm Preview, Spyro: Season of Ice Preview, Golden Sun Preview, Advance Wars, Dragon Warrior Monsters 2, Lady Sia, Spider-Man: Mysterio's Menace, Disney's Atlantis: The Lost Empire.

Volume 148 (Sept. '01): Mario Kart: Super Circuit, Mega Man Battle Network, NHL Hitz 20-02 Preview, Tony Hawk's Pro Skater 2 (N64), Jurassic Park III: Park Builder, Klonoa: Empire of Dreams, LEGO Bionicle, Madden NFL 2002 (N64), Tomb Raider: Curse of the Sword, Nintendo GameCube Countdown, Advance Wars Preview, Dragon Warrior Monsters 2 Preview.

Volume 147 (Aug. '01): Super Street Fighter II: Turbo Revival, Fortress, Namco Museum, ESPN Final Round Golf 2002, Lufia: The Legend Returns—Part 2, Dragon Warrior III—Part 2 (GB), Pokémon Crystal, Nintendo GameCube Preview, Nintendo GameCube Titles Preview, Mario Kart: Super Circuit Preview, Tomb Raider: Curse of the Sword Preview.

Volume 146 (July '01): Tony Hawk's Pro Skater 2 (GBA), Castlevania: Circle of the Moon, Alone in the Dark: The New Nightmare, Bomberman Tournament, Dragon Warrior III (GB), Lufia: The Legend Returns, Tony Hawk's Pro Skater 2 Preview (N64), Super Street Fighter II: Turbo Revival Preview, E3 Special Report—Part 2, Pokémon Crystal Preview, Password Secrets for Legend of Zelda: Oracle of Seasons/Oracle of Ages.

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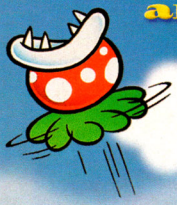

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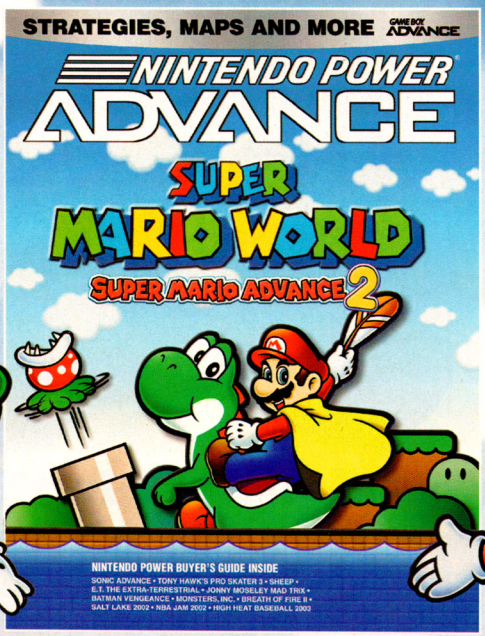

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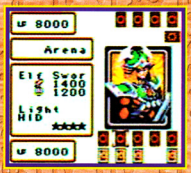

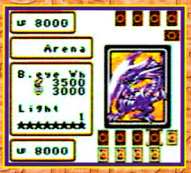

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